BASKET CASES: NBA JAM & CHARLES BARKLEY REVIEWED!!

Mega POWER

MAR 1994
£2.50
ISS
not an offic

for ... who take playing game...

"GET OVER HERE!"

printed in the uk
FROM PARAGON
9 770969 843031 03

EXCLUSIVE: Mortal Kombat CD roars onto our pages inside. Wimps and lamers beware!

FEATURED

Eternal Champions • Mortal Kombat CD • Jurassic Park CD • Sonic 3 • NBA Jam
Brett Hull Hockey • Charles Barkley • Rage in the Cage • PGA Euro Tour • NHL 94 CD
Ground Zero Texas • Double Switch • Ren & Stimpy • Mega Race • Skitchin' • Normy
Lunar – the Silver Star • NBA Showdown • Marko's Magic Football and loads more...

INSIDE

SEGA

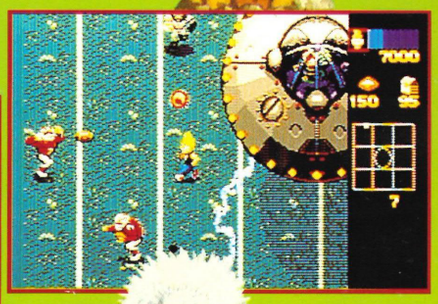
MEGA DRIVE

55

monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

ZOM



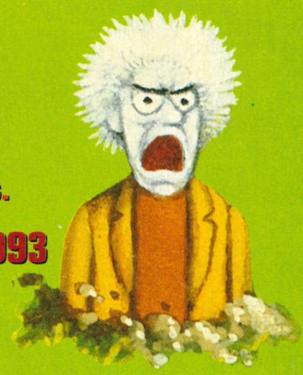
KO

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

BIBBIES

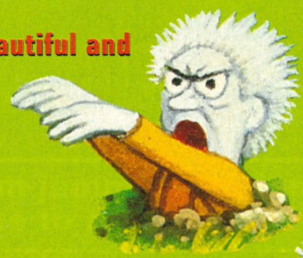
94%

"One of the most inspiring new releases in years. You really, really have to buy this." NMS, October 1993



92%

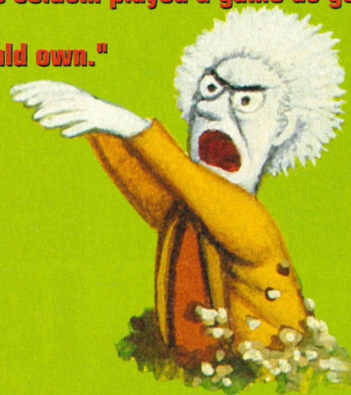
"What a fab game. Big, beautiful and just great fun." Total! October 1993



91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993



ONAMI

KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

contents

cover story

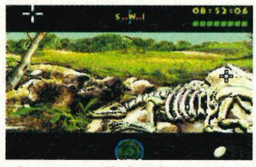
Goro and Rayden battle it out on this month's front cover as we get an exclusive first look at Mortal Kombat on the Mega-CD.

Illustration by Alan Craddock

Mega POWER
march 1994

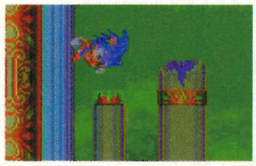
Street Fighter II beater or paper champion?

24



Just a walk in the park? You must be joking.

28



The best Sonic game yet, honest.

32

Is this the best RPG to appear on CD?

78

features

CES Report 07
Dave Perry talks you through the year's first big computer show.

Battle of the Consoles 18
We take a look at Sega's increasing dominance over the games market.

Sex, Violence and Videogames 80
"Roll up, roll up. Have a go at the games market." Well we've had enough!

games

Mortal Kombat CD 22
Eternal Champions 24
Brett Hull Hockey 27
Jurassic Park CD 28
Sonic 3 32
Barkley – Shut Up and Jam! 36
Rage In The Cage 38
PGA European Tour Golf 40
Battlecorps 42
Soul Star 44
Ground Zero Texas 46
NHL Hockey '94 CD 50
Double Switch 54
Ren & Stimpy 58
NBA Jam 60
Mega Race 64
Skitchin'! 66
Marko's Magic Football 70
NBA Showdown 72
Mutant League Hockey 74
Normy 76
Lunar – The Silver Star 78

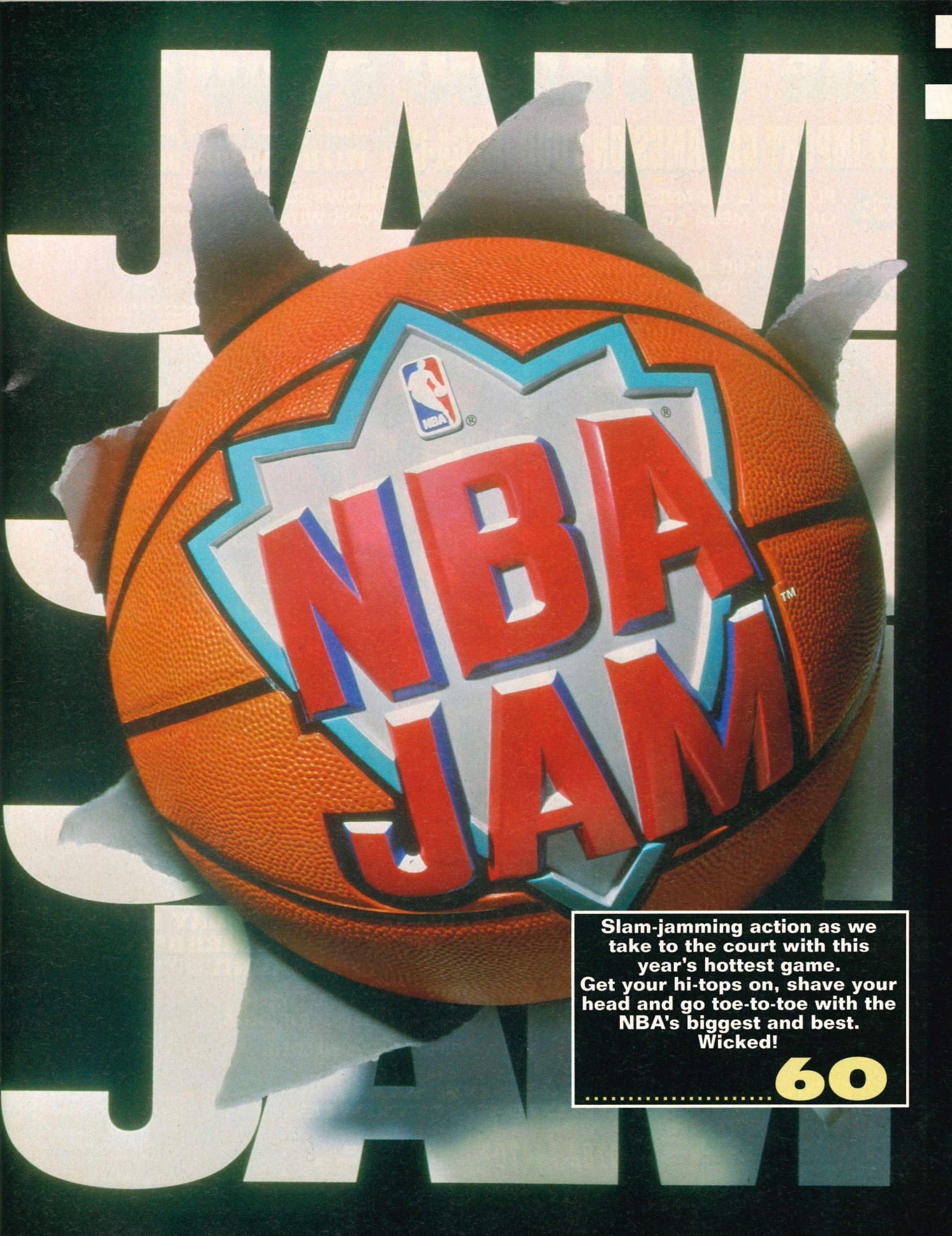
regulars

Press Start 07
Feedback 16
A-Z of tips 84
A-Z of Games 88
Power Savers 95
Power Charts 97
Next month 98

80 **X-RATED GAMING?**
Too much violence, too much sex? We explode the myths.

18 **SEGA vs NINTENDO**
How do the big two match up? Guess who our money's on.

07 **HOT FROM THE USA!**
From Las Vegas to your front room. The essential report.



Slam-jamming action as we take to the court with this year's hottest game. Get your hi-tops on, shave your head and go toe-to-toe with the NBA's biggest and best. Wicked!

60

THE TOTAL CD SOLUTION

PLAY IMPORT CD GAMES ON YOUR MEGA-CD™ WITH PRO CDX CARTRIDGE!

- PLAY US & JAPANESE CD GAMES ON ANY MEGA-CD™
- ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGADRIVE™.
- SIMPLE PLUG-IN CARTRIDGE. NO MODIFICATIONS NEEDED.
- ANY CD GAME-ANY MEGA-CD™ -ANY MEGADRIVE™. ALMOST ANY COMBINATION ALLOWED!!

IS THE TOTAL CDX Cart CD SOLUTION

£49.99 INC. P&P

MEGA-CD 2™ COMPATIBLE SEGA-CD 2™

UNIVERSAL ADAPTER

NOW YOU CAN PLAY IMPORT GENESIS™ GAMESON YOUR MEGADRIVE™!!

- PLAY U.S. AND JAPANESE CARTS ON YOUR MEGA-DRIVE™ .
- SIMPLE PLUG-IN CARTRIDGE .
- EASY TO USE-SWITCH BETWEEN U.S.A. OR JAPANESE CARTRIDGES.
- NO MODIFICATIONS NEEDED.

£14.99 INC. P&P

★ IMPORTANT
THESE PRODUCTS ARE *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

NO NEED TO WAIT
With CDX Cartridge and the Universal Adaptor there is no need to wait for UK versions of the latest games. Now you can play the latest US & Japanese blockbusters as they are released!

MEGADRIVE™, GENESIS™ & MEGA-CD™ ARE TRADEMARKS OF SEGA ENTERPRISES.

DATEL ELECTRONICS

HOW TO ORDER

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

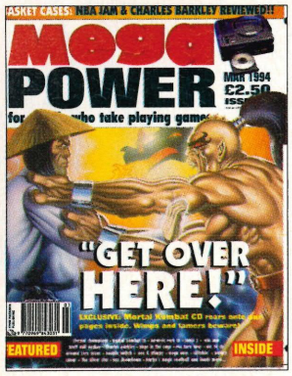
PHONE 0782 744707

FAX 0782 744292

MAIL
Send Cheques, Postal Orders or credit card details to:-
DATEL ELECTRONICS LTD. GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

OR CALL AT OURLONDON SHOP:- DATEL ELECTRONICS 222 TOTTENHAM COURT RD, LONDON W1 TEL: 071 580 6460

PRESS start



Well, the size of the bulge in our mailbag this month confirms that Mega Power has finally arrived in the big-time. Thank you for all your letters, especially as they mainly seem to be singing our praises. Nothing gears me up for a hectic day of games playing more than flicking through a huge mountain of correspondence and hearing all of your opinions, suggestions and advice for the mag. Keep it coming.

It seems that last month's bright white cover proved popular with most of you, it definitely looked bloody good on the shelves. Talking about the shelves, I noticed that very often Britain's best Mega Drive mag is partially hidden behind the lesser rags that unwise newsies choose to stock as well. Okay, enough is enough, with your help we're going to do something about this: if you see Mega Power in any way obscured by other publications I want you to grab the pile and put them to the front, easy. Watch out though, because the shelf stackers won't like it very much if they see you doing it. Still, it's hardly a prisonable offence is it?!

Right, that's the anarchy out of the way, and just incase anybody accuses me of corrupting the readership; don't do drugs, stay in school and always use a condom when sleeping with a partner whose prior sexual history you are unsure about. Mega Power, the message is in the music..."gulp! someone call a doctor, quick!"

dave perry

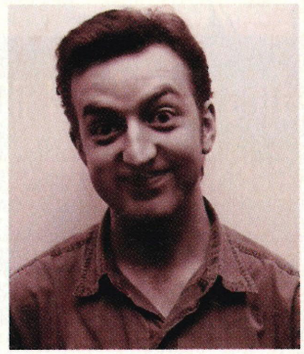
dave perry

Dave has tempered his avid love of games playing this month with frenetic bursts of activity on his new multi-gym. He has also started circuit training and swimming, and seems determined to prove that contrary to popular belief gamers are not all unfit misfits and geeks. Phew!

He's still found time, though, to take a danger-filled stroll through Jurassic Park, and who better than the new toned-up Dave to battle it out with those bone-crunching bad boys from Eternal Champions and Mortal Kombat CD. Oh yeah, he's also had a haircut.

Listening to: The Jam. Great attitude, bad hair.
Watching: Scarface. Again and again and again...

phil king

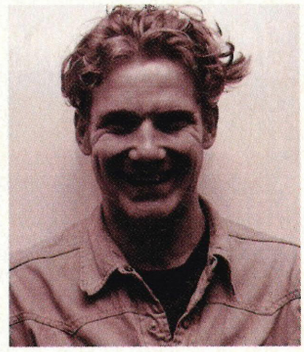


Not Mr Physical by any stretch of the imagination, Phil gets all his exercise by walking to and from the fridge. No, Phil has far more important things to spend his time on, like making himself beautiful! He recently bought a whole new outfit for a party, suit, shoes, the works, but failed to turn up as a shower spoiled his immaculate appearance.Needless to say, all the girls were very disappointed.

A bit under the weather this month, the Kingster has managed to drag himself into the office to skate rings around NHL 94 on the Mega-CD and give Sonic a run for his money.

Listening to: Nine Inch Nails. Eh?
Watching: Alexei Sayle.

steve bough



Steve has become a bit of a jumper man lately and admits freely that his latest passion is listening to Classic FM, a radio show presented by Henry Kelly. He says it's a bit like Radio 3, but worse. We'll take his word for it.

Our ex-raver has been seriously busy this issue, trying to make up for the early absence of the Kingster, but hit a stumbling block when he became totally addicted to NBA Jam. Having been dragged by his sneakers away from the offending cart, he lost himself in the world of Ren and Stimpy and is now a dedicated fan of the show.

Listening to: Dark Side of the Moon. Maaaaaaaaaan!
Watching: Bush Tucker Man. Channel 4, Sundays apparently.

MP

all departments
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF
tel: (0202) 299900
fax: (0202) 299955

hands on

Editor	Dave Perry
Assistant Editor	Phil King
Design	Dave Perry
	Mark Houghton
Staff writer	Steve Bough
Extra bits	David Graham

page fillers

Advertising manager	Ian Kenyon
Senior Ad Sales	Diana Monteiro
Sales executives	Alan Walton
	Yvonne Mitchener
Advertising design	Kym Andrews
Production	Jane Hawkins

back room

Pre press manager	Gordon Wilson
Scanner operator + photography	Martin Ollman
Front desk	Paula Wood
Subscriptions & Savers	Karen Sharrock

hands off

Publisher	Pat Kelly
Production manager	Di Tavener
Special thanks to our Caretaker	Frank

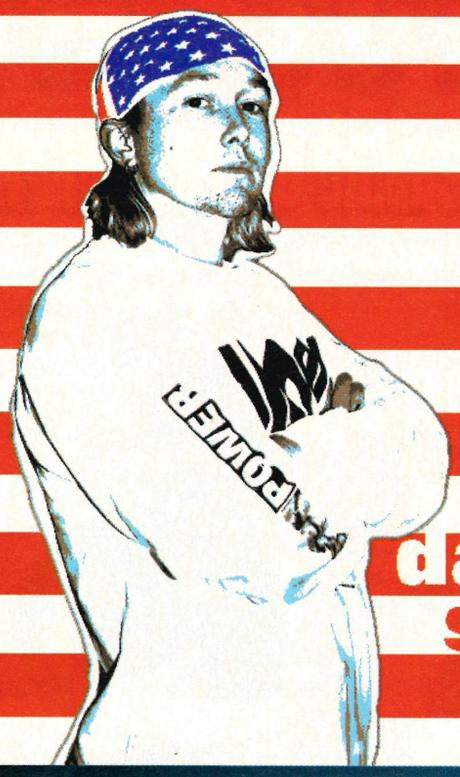
essential reading

Printed by Garnett Dickinson Print Ltd
Distributed by Seymour International Press, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: (081) 6791899.

Mega POWER

Paragon Publishing Ltd

Mega Power is an independent publication. The views expressed herein are not necessarily those of Sega Enterprises or any of their subsidiaries.



CES 94

dave perry selects the highlights from the bright lights

This month our news section comes straight from the hottest event of the year; the Consumer Electronics Show in Las Vegas.

Showplace for the future of computer gaming, or just an excuse for an expenses paid vacation? We save you the airfare and brave the hoards of arm twisting PR people to bring you this report on what to look out for in '94.

THE SHOW

After a very eventful Chicago Summer CES, seven months ago, where the likes of Sonic Spinball, Virtua Racing, Eternal Champions, Street Fighter II, Aladdin, Chaos Engine, Aero The Acrobat, Toejam and Earl 2 and Mortal Kombat were shown for the first time, the flight tickets were arranged early and the appointments fully booked for the Las Vegas Winter CES, January 6-9.

Well, Las Vegas was great, but the CES was more than a little disappointing due to a conspicuous lack of anything really new and exciting. Apart from the lacklustre Genesis CDx and the Mega-CD game, Tomcat Alley, which wasn't *that* impressive, there were no big announcements from Sega Enterprises. Sure Sonic 3 and Virtua Racing were there, but we've seen all that in the UK.

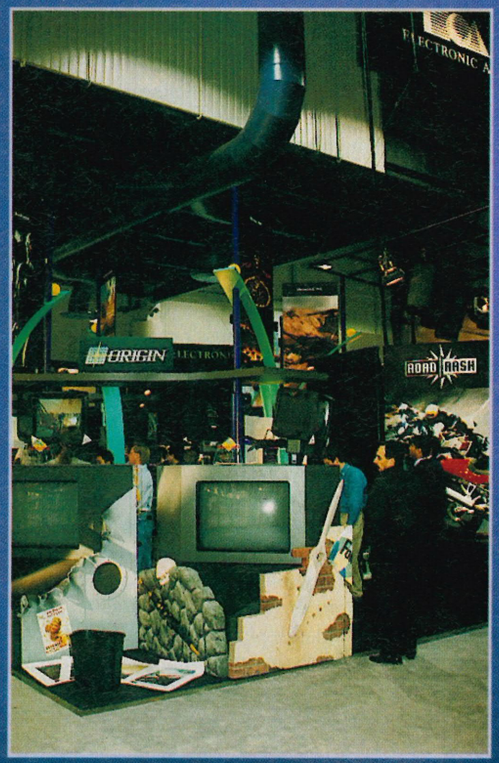
The "Video Games" pavilions didn't receive the prominent position that many believe this massive industry deserves. The absurdity of splitting stands between four different halls, while over in the main building several different industries were amalgamated into one of the larger halls, seemed contemptuous and derogatory. The truth probably was that those exhibitors in the main hall paid much more for their pitches.

Electronic Arts were the only software company rich and brave enough to break away from the "games halls" and exhibited next to its cousin, The 3DO Company, in the multimedia hall. There was a buzz around the stands and at one stage we had to push our way through the masses of excitable suit-wearing software buyers.

The 3DO was a dog, with games that neither astounded or surprised, but their stand was impressive!

SEGA vs NINTENDO

Sega and Nintendo were given a whole pavilion to share between themselves, with Nintendo coming out on top with more floor space. Not that it mattered as the Sega stand looked crowded, vibrant and alive, while the Nintendo display was more sedate and spaced out.



Although Nintendo have an overall lead in the States, Sega have the lead in the 16-bit market with around 57% of the total market share. So, the SNES has failed to capture the market and Sega reign triumphant in the 16-bit war – much like Commodore against Atari in the mid-Eighties.

SHAPING THE FUTURE

The gateway to the Sega stand was a massive Sonic whose eyes seemed to be looking contemptuously at the Nintendo boys. The massive video display wall seemed to echo the disappointing nature of the whole show and ironically attracted its biggest crowd on Sunday when some big American football game was screened live.

★ ★ ★ ★ ★ ★ ★ ★

Above: The mighty Las Vegas Convention ce Centre, home of this year's Consumer Electronics Show. Take a look at all those suits! Right: Sonic 3 and Virtual Formula, the sequel to Virtual Racing, pulled some of the largest crowds.

The Sega Sports stand was incredibly popular with the younger audience. A chaotic blend of computer screens, shrill whistle blasts and teenage testosterone. Nothing new here unfortunately, the only thing you were likely to gain was a headache.

Inside there was very little to excite with Sonic 3 and Virtua Racing taking most of the limelight. A lot of fuss was being made over the forthcoming Mega-CD release, Tomcat Alley, and while the graphics and video footage was pretty, the gameplay wasn't too hot. As usual, some third party games were on display within the Sega area, including JVC with their excellent Rebel Assault and a new company into the American Sega scene, Playmates, who are a huge US toy firm. Playmates will be releasing EXO Squad, Star Trek: Deep Space Nine (both big TV drawers in the States) and have signed up Dave Perry (programmer of The Terminator, Global Gladiator, Cool Spot, Jungle Book and Aladdin) and his new development company, Shiny, to develop numerous new Sega games.

Amongst the games Vic Tokai were showing off was Columns III, which boasts a five-player option using the Sega Tap, whilst Core were proudly presenting their new line-up to the Yanks. These games could have been interesting had we not already previewed all of them in the last two issues.

NEXT STOP

To reach the likes of Sony/ Psygnosis, Acclaim, Virgin and Konami, you had to venture out of the Sega/Nintendo hall and into the "three-tent village". The games on show were mainly for the benefit of the buyers and sellers as, again, most of the games on show have already seen previews and even reviews in Mega Power. From Sony, there was games such as the dire duo of Cliffhanger and Last Action Hero [to bad to review] and the excellent Sensible Soccer while Acclaim were majoring on NBA Jam and were still trying to flog Mortal Kombat. If it was on CD (see preview) then maybe so, but the Mega Drive and SNES versions were on show!

Konami couldn't be faulted with their solid line up of Lethal Enforcers, Rocket Knight Adventures and Castlevania, and also revealed that Sparkster would feature in his own ollow-up game very soon.

Virgin had a solid line up, including the Mega-CD version of Another World 1&2, Terminator CD and Jungle Book. Their big announcement was that the next big Disney game (and theirs!) will be the Lion King, released for Christmas. This is set to be Disney's next classic animated feature film which will hit the cinema around the same time.

Apart from the afore mentioned Playmates, the other company worth looking out for in the forthcoming year is Absolute/ Extreme who were showing of a host of new, original releases (see previews).

FINALE

The lack of excitement in the games market, as highlighted by the show, is universal and what we have witnessed is hardware companies, such as Sega and Nintendo, miscalculating the need for a new machine by a whole year. The new machines should be here now, because the old ones aren't satisfying the appetite of games players worldwide. And that, more than anything, was what this year's Winter CES revealed for the ordinary games player.

SATURN – A REALITY

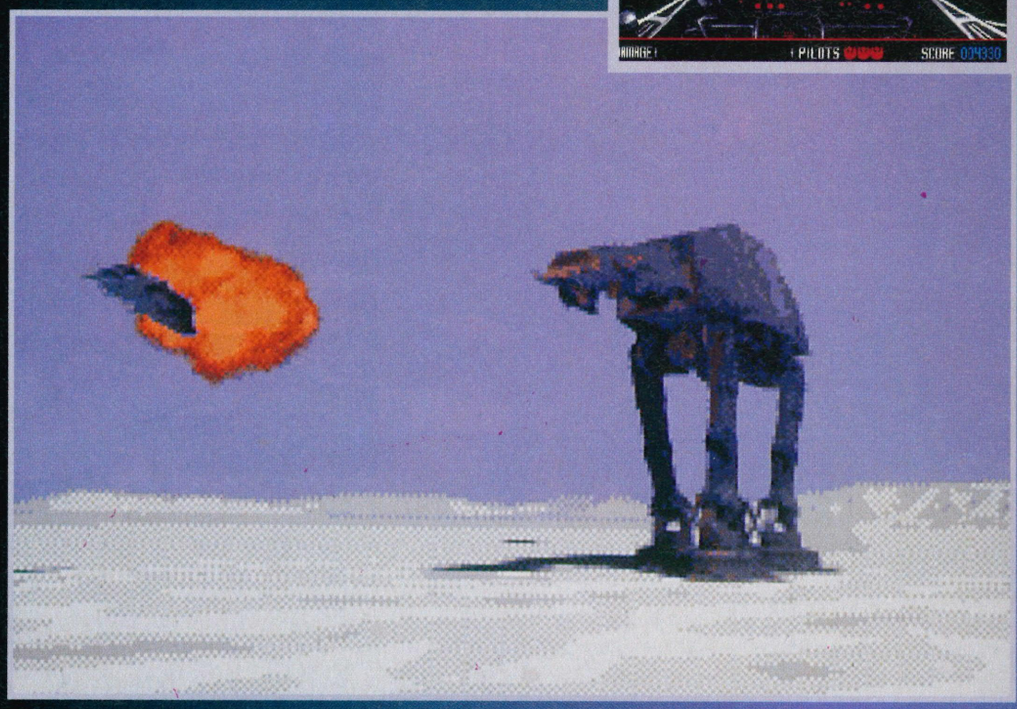
The most disappointing factor of the show was that Sega didn't feel that it was time to publicly show off the Saturn, which we know exists in prototype. Being investigative journos, we did sneak in a sly photograph of the CD based machine from the Sega video wall.

This wasn't as easy as it appears, because apart from the security guard hovering around, the Saturn video clip was only shown about once every hour or so and it only appeared for a mere second. Miss it, as we did on several occasions, and it wouldn't reappear for quite some time – and the video clips were random!

The artists impression of the Saturn (shown) is very close to the actual design, with the casing daring away from black towards a more sophisticated granite grey appearance.

Sega were pushing their image as the world's leading arcade specialists, and with recent successes with the AS-1 Simulator, Virtua Racing/ Virtua Formula, Virtua Fighters etc, who would argue. This, they also claimed, would be fundamental in the success of the Saturn. So, what we can expect from Sega's 32-bit monster is a complete arcade-in-the-home experience. It's a pity that the machine won't be available until late '94 from Japan and early '95 in the UK and US! I'm sure that if this delay becomes a reality, Sega will have cocked-up again as many of the early owners of the Saturn will have Japanese hardware – giving Datel another project to toy with.

CES 94

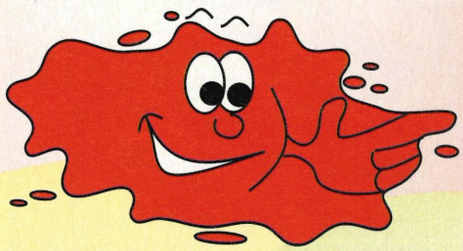


STAR WARS - REBEL ASSAULT
Mega-CD

Take off as Rookie One straight into the heart of the ongoing Star Wars saga, in what is JVC's fourth Star Wars title and the first to appear on Mega-CD.

Another game that pushes back the graphical boundaries of the console, this is a CD rich in action and excitement that allows gamers to pilot four different spacecraft from the movies. Take up the challenge of piloting a T-16 Skyhopper through the treacherous Beggar's Canyon, or going head to head with a battle cruiser in your trusty X-Wing Fighter. Blast away the AT-ATs on the frozen planet of Hoth in the streamlined Snowspeeder or prove your prowess in the deceptively agile A-Wing Starfighter.

Unlike any other Star Wars title before it, there's not a platform in sight: *Rebel Assault* uses a first-person perspective and stretches both the capabilities of machine and man to the full. Smooth 3-D modelling techniques and digitised cinematic sequences from the movie trilogy ensure that fans won't be disappointed, and the addition of new footage created exclusively for the game means that it will certainly be high on sci-fi console cowboys lists of gotta-haves. It even has a John Williams musical score.



ALL OFFICIAL UK VERSIONS

MEGADRIVE 2 DEALS

MEGADRIVE 2 + ALADDIN + 2 CONTROL PADS 114.99

MEGADRIVE 2 + SONIC 3 ..... 124.99

MEGADRIVE 2 + REVENGE OF SHINOBI + STREETS OF RAGE + SUPER MONACO GRAND PRIX + SUPER THUNDERBLADE + ALIEN STORM + 2 CONTROL PADS 129.99

MEGA CD 2 + 7 GAMES 219.99

SPECIAL OFFER MEGADRIVE GAMES:

SONIC 2 ..... 17.99
DRAGON'S FURY 19.99
EURO CLUB SOCCER 15.99
JOHN MADDEN '93 ..... 16.99
LEMMINGS 18.99
MEGA GAMES 1 ..... 15.99
MICKEY & DONALD 19.99
NHL PA '93 ICE HOCKEY 17.99
SPEEDBALL 2 ..... 17.99

FOR DETAILS ON NEW GAMES, PERIPHERALS & HOW TO ORDE CALL 0279 600204 OR SEE OUR FULL PAGE ADVERT ELSEWHERE IN THIS *EXCELLENT* MAGAZINE!

MASSIVE NEW SPECIAL RESERVE CLUB SHOP OPEN

Special Reserve *is the leading mail order computer and video games company in Europe, and have amassed a membership of over 200,000 satisfied customers.*

Visit their newest Club Shop at

CHELMSFORD BRANCH at 43 Broomfield Road, Chelmsford, Essex.

There's 2,000 square feet of wall to wall computer and console games and accessories.

Special Reserve has another shop at 2 South Block, The Maltings, SAWBRIDGEWORTH in Herfordshire.

OPEN 10am'til 8pm SEVEN DAYS A WEEK

Special Reserve's claim of providing the best prices, best service and the largest selection of goods direct to the door, cannot be disputed. Members of ***Special Reserve*** *receive regular issues of 'NRG' magazine.*

This 48 page club magazine is sent bi-monthly only to members. 'NRG' contains the best selection, peripherals and hardware for all popular computer formats; reviews, charts, a release schedule, special offers, and at least £30 worth of money off coupons in every issue! ***Special Reserve*** *also boast to be official stockists for Sega, Nintendo and Sony.*

Special Reserve
The Games Club

0279 600204

CALL THIS NUMBER NOW FOR A *FREE* 12 PAGE COLOUR CATALOGUE AND DETAILS ON HOW TO JOIN!

Special Reserve are offering alucky readers the chance to win A SONY DISCMAN WORTH £129.99!

To stand a chance of winning answer the simple question below Send your answer on a POSTCARD with your name and address to:

Special Reserve MEGA POWER Comp 6, PO Box 847, Harlow, CM21 9PH.

How many times does this logo appear in the Special Resrve Catalogue?

(Call 0279 600204 for your copy)

A SONY DISCMAN

RULES. Closing date 14th APRIL 1994. 1 Entry per person. Entry to this competition will be your acceptance of these rules. Model may differ from that shown.

QJ Controllers

Leaders of the Pack....

Looks to Kill....

NEW PROGRAMMABLE

The new QJ SG ProPad 2 is designed to match the best of the new generation of video games for the SEGA Megadrive. It has a programmable feature which allows any combination of fire button moves to be assigned to a single left or right fire button.

The recorded combinations are all indicated in the LED panel.

SG PROPAD 2 ... the Champion's companion.

- Digital Autofire setting
- LED display setting
- 6-Button 'fighting' layout
- Programmable 'syncro-fire'
- Slow-motion function
- Extra long connector cable

SRP £22.99 inc. VAT.

Plays to Thrill...!

PROGRAM PAD

- 30 pre-programmed special moves, including a secret code!
- 6 memory spaces to program your own combinations
- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
- Independent autofire control
- Slow motion
- See-thru casing.

SNES VERSION
SV 337
£39.99 inc. VAT.
SEGA VERSION
SV 437
£39.99 inc. VAT.

NEW PROGRAMMABLE

PROGRAM STICK

- 30 pre-programmed special moves, including a secret code!
- 6 memory spaces to program your own combinations
- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
- Built-in backup battery for memory storage
- Independent autofire control
- Variable slow motion
- Rotatable fire button pad.

SNES VERSION **SV 336 £49.99 inc. VAT.**

A New Generation of Controllers from Spectravideo that Will Take You to the Highest Levels of Gamesplay and Make You Wonder How You Ever Managed With One of Those Ordinary Types

LEADERS of the PACK.... STICK WITH US!

More Winning Products from....

SPECTRA VIDEO

TEL. 081-902 2211

QJ Products are available from...

BEATTIES ● BLOCKBUSTER/RITZ ● BOOTS ● COMET ● CURRY'S ● DIXONS ● FUTURE ZONE ● GAME ● HMV ● JOHN MENZIES ● OUR PRICE ● RUMBELOWS ● WH SMITH ● SOFTWARE PLUS ● TANDY ● TOYS R US ● VIRGIN ... and all the Best Computer Shops

QJ4 08 10 93

CES 94

FIRETEAM ROGUE
Mega Drive

FireTeam Rogue is a game that has certainly got Accolade very excited. Claiming to introduce a whole new universe filled with adventure fantasy, this is a brave attempt to combine character-to-character combat with adventure puzzle-solving.

Chance, Shadowblade, Aja and Zeut are FireTeam Rogue and they find themselves caught up in a desperate struggle between the peaceful races of the Spiral Arm and the dark forces of Umbra.

The game allows the player to use all four of his team members to explore various game worlds, with each individual character tackling different locations. There is also a flight simulation section where Chances pilots a Kirion battle-wing through hostile onslaughts of Umbran fighters and missiles.

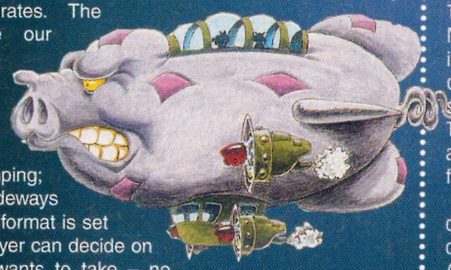
The combat sections include an impressive array of punches, kicks, leaps and swordplay that will keep even the most ardent gamer occupied for a long while if they're to master it, whilst cunning logic puzzles ensure that the game can never be completed simply by brawn and nimble firebutton fingers.

A brave release, this one; we'll let you know more as we do.

BUBSY II
Mega Drive

In one of the most bizarre story lines ever, Bubsy takes a trip to capitalist pig Oinker P Spamm's new amusement park, the Amazatorium, with his twins and best mate Arnold Dillo. Here the bobcat hero discovers that the power-hungry Spamm is stealing great chunks of the world's history with his new invention: the World Origination and Matter Projection Unification Machine (WOMPUM). In an effort to create the ultimate theme park, the greedy swine is not just simulating reality, he's stealing it!

This time around Bubsy has five different worlds and 15 levels to complete, plus about a dozen mini-games along the way. His adventures take him to Egyptian tombs, fairy-tale castles and even have him barnstorming in a biplane and swashbuckling with savage pirates. The mini-games see our intrepid bobcat playing Frogapault, Armadillo pachinko and even bungee jumping; and the sideways scrolling platform format is set up so that the player can decide on which route he wants to take – no computer telling you where and when to go here.



There is also a cooperative or competitive two-player mode, with the second player controlling one of the twins. You can even set up your own game goals, deciding whether you want the ultimate objective to be in the form of lives, marbles, time or points. As always, the game is full of usable objects that range from the wacky portable hole to the devastating Balzooka gun, and of course Bubsy is on top form with his wisecracks and face-pulling.

Very big and damn good fun, keep an eye out for more news about *Bubsy II* soon.

TOMCAT ALLEY
Mega-CD

Impressive graphics time again, *Tomcat Alley* attracted huge crowds in Las Vegas. With brilliant digitised graphics that send sophisticated jet planes and lethal missiles soaring past your cockpit, you can be sure that the buzz for this game will be building up any day now. Unfortunately, at the moment it operates along a very linear gameplan that is not unlike Cobra Command, and sees the gamer having to 'go left', 'go right' as the computer demands. Looks good though.

GET MEGA-FIT!

The Heartbeat Personal Trainer is basically a restyled Mega Drive with some unique peripherals. These include two control pads which fit onto the handlebars of your exercise bike, an optical sensor to measure its speed and a pulse monitor to measure your heart rate. There's also a special processor which stores personal data and exercise routines for up to four household members.

The Personal Trainer comes with its own special game cartridge, *Outback Joey*, which has you pedalling away to help a kangaroo escape from nasty poachers. Exercising at your optimal heart rate is the only way to succeed – go too fast and a knackered Joey runs out of breath! The unit is also compatible with *Outworld 2375 AD* and *NHLPA Hockey* – deviate from your target heart rate and your team loses strength. Of course, if your legs get tired, you can always use the Personal Trainer to play regular Mega Drive games and exercise your joypad thumbs instead!

HEIMDALL
Mega-CD

Based around the legend of Ragnarok, *Heimdall* is a massive roleplaying adventure that successfully blends action with strategy and was originally released nearly two years ago on the Amiga.

Featuring impressive, cartoon-style sprite animation, the gamer is faced with the unenviable task of recovering the Nordic gods' most powerful weapons from the evil god, Loki. Doing this involves taking a motley crew of warriors, who vary from magic-using Druids to axe-wielding Berzerkers, on an epic quest through three worlds rife with danger, treachery and cunning puzzles.

You can interact with a multitude of mythical characters, battle with giant rats, spiders and sea-serpents and barter for the items you need to help you reach your ultimate goal. There are even three tests at the start of the game in which you can prove your Vikinghood by throwing axes to cut the braids off of a barmaid's head, capturing a greased boar and outfoxing a wily bunch of Vikings as you make your way across a galleon with their booty. The result of these tests dictates the quality of the warriors you can take with you on your search, so good gameplay is always rewarded.

This will be a release that will hold very few surprises for older gamers but will certainly provide a welcome injection of variety to the catalogue of roleplaying games available to the Mega-CD owner.

Play the game to be granted three wishes in...

ALADDIN'S CAVE!

...to win your Instant Prize!

SEGA MEGADRIVE
+ game of your choice
0839 405056
Instant Win

SEGA MEGA CD
+ game of your choice
0839 405054
Instant Win

SUPER NINTENDO
+ game of your choice
0839 405050
Instant Win

PHILIPS CDi
+ CD games
0839 405052
Instant Win

GAME GEAR
+ TV Tuner
0839 405058
Instant Win

AMIGA A1200
+ game of your choice
0839 405066
Instant Win

AMIGA CD-32
0839 405064
+ CD games
Instant Win

WIN A BUNDLE!
0839 405057
Instant Win

All these Games and more

Or the games of your choice up to £250!

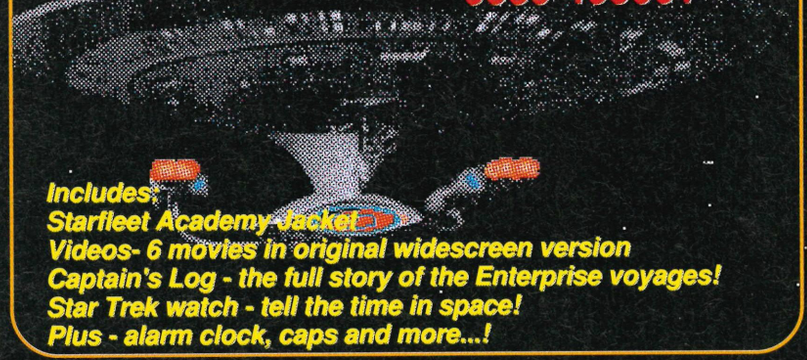
WIN!
£100 worth of MANGA VIDEOS!
0839 405065

PLAY GLADIATORS THE QUIZ!
Win Gladiator Goodies!
0839 405059

STREETFIGHTER II turbo
+ Super Nintendo or Megadrive II
0839 405053

WIN! STOP PRESS!
JAGUAR
Hot from the USA and it could be yours!
The world's first 64-bit console!
0839 405051

STAR TREK PRIZE PACK!
0839 405061

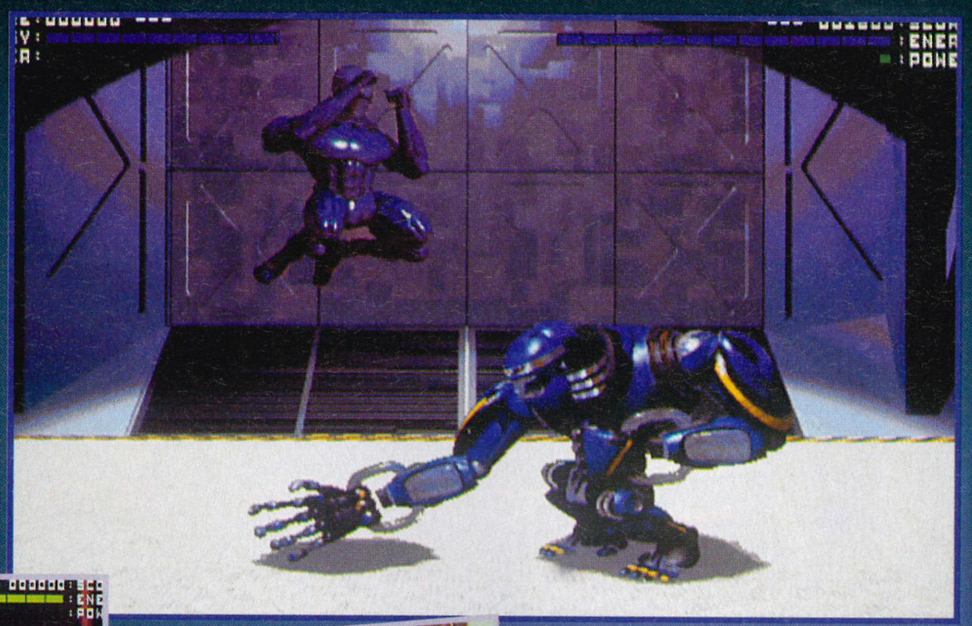


Includes:
Starfleet Academy Jacket
Videos- 6 movies in original widescreen version
Captain's Log - the full story of the Enterprise voyages!
Star Trek watch - tell the time in space!
Plus - alarm clock, caps and more...!

Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 31.5.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga/Gladiators/Jaguar & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to Aladdin's Cave, PO Box 28, Northampton NN1 5DS.

ParaMar

CES 94



RISE OF THE ROBOTS
Mega CD and Mega Drive

Published in America by JVC, *Rise Of The Robots* has got everybody twitching with anticipation. Specifically developed for CD-ROM, this is a game that really has to be seen to believed. Using an exclusive 3D Visual Contouring technique, known simply as 3D VC, it features some of the most breathtaking graphics gamesplayers will ever have seen.

This futuristic fighting game sets the gamer the task of playing a half-man, half-droid fighting machine, who must enter a high-tech fighting arena and face all manner of mechanoid adversaries in brutal hand-to-hand combat in order to thwart the plans of an evil Supervisor droid.

With full 360-degree rotation of all the characters, seamless ray-tracing and many extremely complex animation sequences, it really does give us a glimpse of the level of graphics that we can look forward to on the home computer in coming years.

Developed by Mirage, *Rise Of The Robots* is not just a pretty face. The programmers claim that this is the first game ever where your adversaries can learn your moves and strategies through an advanced form of artificial intelligence, and actually use the knowledge against you to foil your attacks. If that wasn't bad enough, each droid is also heavily armed with a full repertoire of counter moves and combinations developed with the help of a real martial-arts expert. Not that you have to play against the computer though; there is also an excellent two-player mode allowing you to go 'bot-to-bot'.

With stunning backgrounds designed by qualified architects and super-realistic FX that give the battles a genuine feeling of solidity and the blows a real sense of impact, *Rise Of The Robots* will be one of the most eagerly anticipated releases of the year.

JUGGERNAUTS - THE NEW BREED
Mega Drive

Another fighting game to boast state-of-the-art technology is Accolade's *Juggernauts – The New Breed*. Featuring Silicon Graphics 3-D Models, and Motion Capture Technology which utilises the movement of actual martial-arts masters, Juggernauts is a game that once again promises action and graphics of incredible realism, and an extensive range of movements and powers.

The story line takes place in a futuristic world where the crime rate has escalated to alarming proportions, and the use of cybernetic implants has become commonplace. A breakthrough in DNA research discovers a recessive gene that appears in one out of every million individuals and which is the trigger for benevolent mutation in all life on earth.

Further tests show that stimulating this gene in the right way can result in dramatic changes: improved strength, increased defence mechanisms and even strange powers.

Have you guessed what's coming next? Yes, scientists create four superhumans called Matrix Alpha and set them the task of enforcing justice upon the unruly populace. Peace through extreme force. Unfortunately four other prospective super crime fighters, also originally a part of the experiments, have gone astray. Utilising their new-found strengths, martial-arts training and all manner of advanced cybernetics they have called themselves Overlord and are sworn to destroy the members of Matrix Alpha.

You can choose to fight as any of the eight available characters in a one-player mode that gets increasingly difficult as you progress. Or you can play in a Team Mode where there are no limits, and no rounds. There is also, of course, the obligatory two-player mode and the increasingly popular inclusion of a Training Room.

We haven't actually played this game so we can't vouch for its speed or the range of moves available, but as soon as we know more...

BIG THINGS *DO* COME IN LITTLE PACKAGES

MULTI-MEGA

Talk of the town, well almost, was the release of Sega's latest machine, The Multi-Mega. Released as the CDX in America, Sega get quite upset if you dare call it that in this country as it bears comparison with a certain add-on by those naughty boys at Datel which lets you play imported CDs. Anyway, the Multi-Mega is being heralded by Sega as 'the next level in portable multimedia entertainment' and allows the owner to play Mega Drive cartridges, CD games and audio CDs all from the one portable unit. It comes complete with a standard size six-button Sega pad, an AC adapter, six-pack of Sega batteries, stereo video monitor cable plus a Mega Drive and CD game.

Fairly small, 7.8 x 5.5 inches to be exact, the Multi-Mega is a fantastic-looking piece of hardware that wouldn't look out of place on any home entertainment system, ideal for any prospective gamer who finds the present plastic casing of the units a little vulgar. And here lies the marketing strategy of the Multi-Mega. At a release price of either £350 or £399, this is little more than an overpriced yuppie toy and not really aimed at a mass-market audience.

It's an all-in-one games unit for grown-ups who don't really want their friends to know they play games or at least want to veil the whole thing in an illusion of sophistication and stylishness. If you know anyone who buys one of these, make sure you go around with the tackiest joypad you posses and thrash their arses from here to kingdom come, flash gits!

MULTI-MEGA
TECHNICAL SPECIFICATIONS

Microprocessors [CPU]:
[2] Motorola 68000 @ 12.5 MHz, Z80

Access Time: <1 second

Software:
Fully compatible with all Sega Mega Drive, Mega-CD, Audio CDs and CD+G titles

Audio Characteristics:
16-bit D/A converter 8x internal over-sampling digital filter

Frequency Range: 20Hz–20kHz

Signal-To-Noise Ratio [S/N]: >90dB @ 1KHz

Channel Separation: >90dB

Audio Output [stereo]:
line out [mini jack], stereo headphone jack with volume control [headphones optional]

Battery Power:
2 'AA' cell. Alkaline batteries recommended

Dimensions:
Width: 7.8 in
Depth: 5.5 in
Height: 1.8 in

Weight: 1.5lbs

special!

It seems that our 'VFM or FMV' feature in Issue 6 has rubbed a few of our readers up the wrong way. So strong were their opinions that we felt compelled to drag the elusive fifth MP, David Graham into the office to answer them. Off you go then boys...Round 1!

You say...

Dear MEGA POWER,

May I commend you first in putting CD demos on your mag for only a few extra quid. But in your Jan 1994 Issue 6, you talk about the future of CDs. I myself own a Mega-CD and completely disagree with a statement that was made about the Jaguar 64-bit console. They look rubbish. Have you seen *Tempest 2000*? I read in C&VG that it is a, quote, 'revolutionary 3-D shoot-'em-up'. RUBBISH! It looks like a VCS game. I have seen better shoot-'em-ups on a Master System. I admit *Crescent Galaxy* looks mind-blowing, but the other games I've witnessed need burning. *Raiden* is another example. I've seen better on a SNES. If all the Jaguar's games are as bad, it is destined to flop.

Another massively hyped-up machine is the Amiga CD32. My friend has the honour of owning one and he has most of the new titles. The only thing is they are A500 games on CD with CD music and an intro. Have you seen *James Pond 2* on the CD32? The cartoon intro has got worse graphics than the FMV in *Dracula* on Mega-CD. I didn't think this was possible, but I was utterly disgusted when I did see it. Also *Liberation*, the game the CD32 was made for... RUBBISH. It looks and plays like an A500 disk. If Commodore don't buck their ideas up, then this thing will flop. I have only seen two jaw-dropping titles for the CD32: *Microcosm* and *Rise Of The Robots*. But the amount of times *Microcosm* has been delayed, I wouldn't be surprised if it didn't even come out.

As for the Mega-CD everyone keeps slagging off, I think that (apart from the PC) it is the best thing on the market. Have you seen *Dracula*? All of the magazines rated it down but why? It has stunning 3-D rendered graphics which run like a dream and it just made me think 'this can't be a Mega-CD game'. I have completed *Dracula* and the last level is the most stunning thing I have witnessed on a CD. As for *Silpheed*, what is wrong with that? The polygon graphics are superb. Also, have you seen *Double Switch* or *Ground Zero Texas*? FMV is getting better with the help of Cinepak: 128 colours instead of *Night Trap*'s 12. It may not be 3D0 quality but it's on 16-bit, and good 16-bit at that!

Having reviewed *Dragon's Lair*, I agree it isn't the most 'enthralling' game, but have you seen the 3D0 version? There are only two differences between the M-CD and 3D0: lack of colour on the M-CD which causes grain, and the lack of speed.

On a final note, can I thank Psygnosis for producing such top-notch games? I can't wait for *Microcosm* and I thought *Dracula* was ACE. Hey, all you other software developers, you should all take a leaf out of Psygnosis's book. Start producing quality games!

Craig Jones, E Peckham, Kent.

Dear MP,

I am writing with reference to the article 'VFM or FMV' in issue 6 of Mega Power.

David Graham's four page write up had a very negative light to shine on the Mega-CD. His main argument was the lack of quality software on the Mega-CD. Yet at the same time, he was full of praise for the Atari Jaguar!

Well Graham, the Atari Jaguar has only four pieces of software available at present; none of which are any good.

And future games?

Well, Atari has only a few third party licensees, and no notable coin-op conversions in the pipeline.

NO MORTAL KOMBAT; NO EA SPORTS SIMS.

There is no disputing the potential of the Jaguar, but because it's cartridge based, it will still be competing with Mega Drive's and SNES's for a market share.

And since it's twice the price [Jaguar £199; Mega Drive and SNES £99], has no Street Fighter's, Marios or Sonics, a big question mark hangs over it's future. [Especially considering Atari has neither Sega or Nintendo's marketing and software development skills!]

As for the 3DO, well, that machine is aimed at a different market.

Priced at around £800, very few gamesplayers are likely to upgrade to it.

This has become all too clear in the States. Although the 3DO has powerful backers, some nice looking software and bags of potential, sales in the U.S have been S.L.O.W.

David Graham even mentioned the Saturn and Nintendo's/SGI machine, both of which are nothing more than VAPOURWARE. When [if] they get released in the UK, possibly late '95, I'll probably be looking to upgrade from my Mega-CD anyway.

If I was to not buy a Mega-CD, and wait for a new wonder machine, I would miss out on two years of CD games playing.

Which, quite nicely, leads me to my next point. Mr. Graham didn't mention any of the Mega-CD games in development, the capabilities of Truvideo, Working designs converting the back catalogue of Japanese RPGs...I could go on.

It's all too easy to find faults in a machine and the Mega-CD has plenty. But David Graham's article was unbalanced. Mega Power would be better off using four pages to complain about software prices!!!

Whilst the Mega-CD won't set the games playing world alight, Mega Drive owners [of which there are approx. 20 million] would still be wise in investing in one.

Anthony Stevens, Essex.

Dave says...

Thanks for the letters, guys. I'm glad to see that the article caused enough of a stir to make you write in, but I can't help but feel that both of you slightly missed the point. The question posed by VFM or FMV was are we as Mega CD owners getting the value for money we deserve? Both of you obviously feel you are, which is great for you. However, there are a number of MCD owners out there who feel hard done by; and a glance at the classified sections of most console mags reveals an alarming number of MCDs up for sale second hand.

The article was intended to discover whether the software producers felt that it was still a financially viable platform to develop for. Their answers were given in the piece.

The Mega Power team don't have a downer on the Mega CD, we just happen to believe that £270 is an awful lot of money to spend on a peripheral which, after two years, has yet to prove itself outside of about four games. I like my MCD; I just wish there were a few more quality titles for it.

Both of you seem to have grasped hold of the Atari angle to the piece – which formed a small part of the article – as though it was all about the Jaguar. It wasn't. We're pro-Sega here. And we attempt to give you the full story. Unlike other Mega Drive magazines, we can see the potential of a state of the art 64-bit console that sells for under £200. And writing it off out of hand through brand loyalty to Sega is a big mistake. If Sega had done the same themselves when Nintendo launched the SNES...

The Jaguar is a promising machine with no less than 51 games currently being developed for it by Third Party houses, not to mention the 40 titles that Atari themselves are working on. Games like Cybermorph might not blow people away with their visuals, but there's a lot of gameplay there, as anyone who's played it knows. You can be sure that Sega aren't taking Atari as lightly as they might pretend and, as gamesplayers, we should welcome any machine which advances technology and brings the price of high-tech gaming nearer to our wallets. If Sega had launched the Jaguar, we'd be falling over ourselves to praise it, and there'd still only be four games available for it!

As it is, perhaps Atari can force Sega and Nintendo to pull the stops out not only on their 32-bit machines but also on their pricing. Why should we have to wait until Christmas each year for price reductions?

As to Sega's Saturn and the Nintendo/SGI being vapourware... well, Saturn has been seen by enough people now to be a solid prototype, and it's unlikely that a company with Silicon Graphics' stature would get involved in vapourware just to keep Nintendo happy. Even if all SGI do is design new arcade technology, Nintendo will still have learned something. It might not appear as a console, but any link up like that is worth watching.

The 3DO is not a viable machine for most gamers, and we never claimed it was. It, Saturn, Nintendo/SGI and the Jaguar were mentioned in questions to software producers. After all, with so much new kit on the horizon, wouldn't you like to know about it if someone like Core Design decided to shelve their Mega CD development in favour of forthcoming consoles?

Here at Mega Power, we take our hats off to any company who has the guts to put their money where their mouth is, be it Atari, Sega, 3DO; whoever. If a new technology succeeds, then we all benefit. If it fails, then the creative process stalls. Anthony is right in that Atari's battle isn't with software, it's with advertising agencies. Remember, Sonic didn't exist when the Mega Drive was released, and the Mega CD was hardly graced with world beaters when it was launched: good games evolve over a period of time, as VFM or FMV discovered by talking to developers. If Atari do blow it, then we'll all lose out in the long run. Do you really want a market dominated by two companies? Software firms don't.

VFM or FMV wasn't about Atari or anyone else except Sega's Mega CD and the quality of games available for it. When so many people from the software industry are in agreement with the piece, it's obvious that something needs to be done and, as the piece discovered, publishers are doing just that. Let's not pretend that everything is great, because otherwise nothing will change. We're not here to hype things that don't deserve it. You buy Mega Power each month because we try and sort out the truth from the fiction. If you just want press releases and hype, then there are plenty of other mags out there who fill that gap. But you won't get the truth out of them. By the way, Mortal Kombat is due out on the Jaguar in June from Iguana. And please, call me David...

THE OFFENDING ARTICLE: These four pages seem to have got some of you into a right old tiz.

Clash Of Th Titans

Let's get ready to rumble! This is a twelve month contest, no holding, gouging or rabbit punching, as the SNES in the grey corner goes up against the Mega Drive in the black corner. I want you two to come out fighting, got it?

Around this time of year, all the bickering between school mates, rival magazines and even Sega and Nintendo gets put to the test. We've finished the Fourth Quarter, the time of year when the publishers and hardware manufacturers really pull the stops out and try to tempt you into buying their system, because it's patently better than the opposition's, and now the machines are being tested in homes and argued about in playgrounds all over the UK. But if you've just spent £150 on your chosen console, do you really care if the other one is better? There's no point in worrying about it, because the money's gone, so you might as well make the most of it.

In the black corner, we have the Sega Mega Drive. Launched in the UK in November 1991, it had already generated a huge following in the US and Japan, dropping dung from a great height onto the grey, 8-bit boxes produced by another certain Japanese manufacturer. Not only was the Mega Drive a 16-bit console using a Motorola 68000 CPU, but it could also handle complex, parallax scrolling graphics.

As a 16-bit, the Mega Drive is twice as fast as the old Master System; a 16-bit console can cope with 16 bits of code on each cycle, compared with the Master Systems eight bits, to put it simply.

The Super NES hit Japan way back on November 21st, 1990 and was an instant hit with the game-crazy Japanese. It didn't hit the UK in its official guise until 1992 although it had built up a healthy import following thanks to its all-new graphics effects and superior sound chips. The main problem for Nintendo was that in the short space of a year, Sega had done a lot of business in Japan, America and the UK, shifting plenty of consoles and establishing a great headstart.

The SNES, whilst being technically advanced to the Mega Drive in some ways, is also inferior in others; it's almost a dead heat, once you start comparing the two.

	Mega Drive	SNES
CPU Clock Speed:	7.6Mhz	3.58, 2.68 & 1.79Mhz
Palette:	512	n/a
Displayed colours:	64	128 (plus 8-bit layering)
Graphics Modes:	1	7
Max no. of sprites on-screen:	80 (sized 32x32 pixels)	128 (up to four sizes)

So on the face of it, at least, the SNES would seem to be ahead. However, specifications are easy to rave about, but harder to make the most of. And so it was with the SNES. It may be able to display 128 sprites on-screen, but initially, when programmers tried to make the most of this facility, SNES games suffered from massive slowdown. It was so bad that a number of games became virtually unplayable; I even took a couple back to the shops!

The varying clock speed was the cause of the problem on the SNES that, and over-eager programmers. The weird CPU arrangement was done to make the SNES compatible with old NES software, in the same way that the MD uses a Power Base Converter to play Master System titles on. However, a mass-market adaptor for NES/SNES games still hasn't made an appearance at the time of writing.

One of the main problems with the Mega Drive is its inability to display more than 64 colours at a time, whilst the SNES not only manages 8-bit background colour layering, but can also pump out 128 colours.

If you just look at the figures, this would appear to be pretty damning against the old Sega box. However, a look at any of the Sonic titles will reveal just how colourful the MDs limited palette can be. SNES owners may point to various games and go on about the tone of colours and quality of graphics on their machine Super Turrican, Contra III and Prince of

Persia are good examples but in truth, a glance at, say, Rocket Knight Adventures from Konami on the MD will silence them. Somehow, Konami managed to virtually reproduce the graphical quality of the SNES on the Mega Drive.

The biggest noise SNES owners make, of course, is about Mode 7, the feature which allows massive bosses to be constructed from combined sprites, and can spin the background and so on.

However, the effects produced by Mode 7 are bitmappy to say the least and have become standard fare for SNES games, as a look at Super Star Wars and its not-so-impressive sequel, Super Empire Strikes Back will prove.

But the Mega Drive has its own rather nifty graphics engine in the shape of the Mega CD peripheral. Buying one for £270 (or £199 if you bought it at Christmas) not only means that the SNES pales into insignificance price-wise, but also opens the door to potentially stunning games. Whilst publishers have only really scraped the surface of just what the Mega CD is capable of, the unit still has some remarkable features which put the SNES in the shade. The CPU another Motorola 68000 itself has a clock speed of 12.5Mhz, and combines with the Mega Drives slower processor to handle the complex leg work, whilst two custom graphics chips are left free to tackle the fiddly bits, such as sprite scaling and rotation, best seen on Thunderhawk. And remember, the Mega CD can rotate and tilt background graphics, to give the effect of banking, whereas the SNES cant hack that, even in Mode 7.

in a high profile campaign at this year's CES in Chicago, Sega projected that in 1994 they would hold 54% of the video games market.

The sad thing is that even the Mega CD can't expand the Mega Drives palette. There are various ways of improving things, such as using Raster Interrupts, a system which increases the amount of colour on the screen line of pixels by line of pixels, but it's taking time for programmers to work round what is still relatively new technology.

One area where the Mega CD excels, naturally enough, is in sound. Whilst the SNES can do some pretty effective samples and punch out some very, very good tunes (StarFox, Contra III and Super Turrican stand as great examples), the Mega CD can do much more. Fitted with a very powerful chip which gives eight audio channels compared to the Mega Drives three, it's no wonder that the spot effects on games and the tunes used are so good. But great sound is just window dressing.

What sells a console is the software available for it and, whilst the SNES has a very decent library now, provided you include imports as well, the Mega Drive still wins hands down by virtue of the sheer number of games Sega and their third party licensees have put out on it. That head start has stood Sega in good stead in the market, and Nintendo are only really now beginning to push their products as aggressively as their rivals.

Ultimately, of course, this argument becomes pointless, since in two years (or less), those of us who can afford to will have upgraded to the forthcoming 32-bit systems from both manufacturers and, like the Master System and NES before them, the Mega Drive and SNES will slip quietly into cheapo department stores until the time comes when the cost of the console becomes less than the price of the games for it. And then it's bye, bye 16-bit.

In the meantime, if you are looking for a console, you have to sit down and work out exactly what you want. And that's a fairly cut and dried decision, really.

If you want to buy a machine that will not be upgraded to CD, can play reasonably fancy graphics, good sounds, excels at shoot 'em ups and has a huge back catalogue of iffy beat 'em ups, then the Super Nintendo is for you. Give or take the odd tennis game, there still really isn't anything absolutely mind-boggling on it; even StarFox looks old hat now. And as a SNES owner, I have no problem saying that at all.

Alternatively, if you want to buy a machine that already has a CD peripheral available for it, which can reproduce some well sexy graphics and promises much more, has okay-ish sound without the CD, and some very cool-looking games such as Gunstar Heroes, FIFA International Soccer, Madden, PGA Tour Golf, the gory version of Mortal Kombat and Jungle Strike, then the Mega Drive is for you. It may still be lacking in some areas over its grey rival, but ultimately it's far more flexible in terms of software. The Mega Drive can handle virtually anything you care to throw at it, from fast polygon-generated graphics (wait till you see Virtua Racing in action with its new DSP chip!) to breathtaking sports sims like FIFA. And at the moment, you can buy one in umpteen different configurations. Nintendo won't like this when they read it, but at the moment, it's the truth. Aside from a fox and a plumber, there are really only a handful of quality games out for their flagship. If they want to win this race, they'd better put their Silicon Graphics machine to the backs of their minds and produce some stonking games *now*.

BE A WINNER! GET THE MOST OUT OF YOUR MEGA DRIVE GAMES WITH

AWESOME

SEGA MEGA DRIVE SECRETS III

"Full game strategies, essential hints & tips, the latest game busters – there's so much in it."
Damian Butt, editor Sega XS magazine

AVAILABLE NOW FROM ALL GOOD BOOKSTORES PRICED JUST £9.99

Awesome Sega Mega Drive Secrets 3 features over 320 pages crammed with exclusive game busters, playing guides, hints and tips, strategies and secrets. It's a fantastically comprehensive collection of tricks and tactics aimed at games playing winners.

Awesome Sega Mega Drive Secrets 3 has essential playing guides to many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. The playing guides will get you through to the end when all else fails.

Awesome Sega Mega Drive Secrets 3 is the most accurate and fact-packed guide to winning Sega Mega Drive and Mega-CD games. Over 150 games busted and beaten! You'll discover secrets buried within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, and more!

Awesome Sega Mega Drive Secrets 3 comes with hints and tips, playing guides and game busters for the following games:

Afterburner 2, Alien 3, Air Diver, Aisle Lord, Aleste, Alex Kidd in the Enchanted Castle, Alien Storm, Alisia Dragoon, Altered Beast, Another World, Arch Rivals, Arcus Odyssey, Arnold Palmer Tournament Golf, Ayrton Senna's Super Monaco GP 2, Back to the Future 3, Bad Omen, Batman, Batman: Return of the Joker, Battlemania, Battletoads, Black Hole Assault, Burning Force, Centurion: Defender of Rome, Chakan, Chuck Rock, Cobra Command, Cool Spot, Cosmic Fantasy Stories, Curse, Cyberball, Dangerous Seed, Darius 2, Desert Strike, Devil Crash, Devilish, Dinoland, DJ Boy, EA Hockey, Earnest Evans, Ecco the Dolphin, El Viento, ESWAT, Evander Holyfield's Boxing, European Club Soccer, F1 Circus, Faery Tale Adventure, Fantasia, Fastest One, Fatal Fury, Ferios, Fighting Masters, Fire Mustang, Fire Shark, Flashback, Forgotten Worlds, Gain Ground, Gaiares, Galahad, Ghostbusters, Ghouls'n Ghosts, Golden Axe, Golden Axe 2, Granada, Grandslam Tennis '92, Gynoug, Hard Drivin', Heavy Nova, Hellfire, Herzog Zwei, Hook, Humans, The Immortal, Insector X, James Pond, James Pond II: Robocod, James "Buster" Douglas Boxing, Joe Montana '93 Football, John Madden '92, Kid Chameleon, King's Bounty, Klax, Kris Kross: Make my Video, Krusty's Super Fun House, Lakers vs Celtics, Lemmings, LHX Attack Chopper, Lotus Turbo Challenge, M1 Abrams Battle Tank, Marky Mark: Make my Video, Marvel Land, Master of Monsters, Mercs, Midnight Resistance, Moonwalker, The New Zealand Story, Night Trap, Nostalgia 1907, Onslaught, Outlander, Outrun, Phantasy Star 2, Phelios, Pit-Fighter, Populous, Powerball, Powermonger, Predator 2, Prince of Persia, Pro Baseball Super League '91, Quackshot, Rainbow Islands, Rambo 3, The Revenge of Shinobi, Rings of Power, Road Blasters FX, Road Rash, Road Rash II, Rolo to the Rescue, Rolling Thunder 2, Saint Sword, SD Valis, Sega Classics, Shadow Dancer, Shadow of the Beast, Shadow of the Beast 2, Secret of Monkey Island, Sewer Shark, Shining Force, Shining in the Darkness, Side Pocket, Smash TV, Sol-Feace, Sonic the Hedgehog, Sonic the Hedgehog 2, Space Harrier 2, Space Invaders '90, Speedball 2, Spider-Man, Splatterhouse 2, Steel Empire, Stormlord, Street Smart, Streets of Rage, Streets of Rage II, Strider, Sword of Sodan, Sunset Riders, Super Fantasy Zone, Super Hang-On, Super League, Super Monaco GP, Super Thunderblade, Sword of Vermillion, Task Force Harrier Ex, T2: The Arcade Game, Taz-Mania, Team USA Basketball, Technocop, Terminator 2, Test Drive 2, Thunderforce III, Thunder Pro Wrestling, Thunderstorm FX, Time Gal, Tiny Toon Adventures, Teenage Muntant Ninja Turtles: Return of Shredder, Toejam & Earl, Trouble Shooter, Truxton, Turrican, Twin Cobra, Two Crude Dudes, Universal Soldier, Valis 3, Verytex, Wani Wani World, Warrior of Rome, Where in the World is Carmen Sandiego?, Wonderdog, World Cup Italia '90, World of Illusion, Wrestleball, Xenon 2, Zoom!

"With loads of the latest cheats, it's the most concise hints & tips book out. Definitely for those with a desire to win!"
Pat Kelly, editor SegaPro magazine

"Up-to-date, 100% accurate and excellent value for money. The ultimate companion for Sega games players!"
Dominic Handy, editor Mega Power magazine

OUT NOW! JUST £9.99

- OVER 320 PACKED PAGES
- FULLY ILLUSTRATED WITH 500-PLUS PICTURES
- ESSENTIAL TRICKS AND TACTICS TO OVER 150 GAMES
- FULL PLAYING SOLUTIONS FOR 30-PLUS MD GAMES
- GAME BUSTERS FOR MORE THAN 100 TITLES

***AWESOME SEGA MEGA DRIVE SECRETS 3* IS AVAILABLE NOW FROM ALL GOOD BOOKSHOPS PRICED JUST £9.99.**

IT CAN BE PURCHASED DIRECT FROM THE PUBLISHERS USING THE FORM TO THE RIGHT.

IF YOUR LOCAL BOOKSTORE DOESN'T STOCK THE TITLE, SIMPLY GIVE THEM THE FOLLOWING DETAILS AND THEY WILL BE ABLE TO ORDER IT FOR YOU.

Title: Awesome Sega Mega Drive Secrets 3
Authors: Meston & Arnold
ISBN: 1 873650 03 5
Price: £9.99
Publisher: Paragon Publishing Ltd

Paragon Publishing Ltd
Durham House
124 Old Christchurch Rd
Bournemouth BH1 1NF
Tel: 0202 299900
Fax: 0202 299955

Book Order Form

Please rush me a copy of *Awesome Sega Mega Drive Secrets 3* for £9.99 which includes postage and packing:

Name .....Signature.....

Address .....

.....

Postcode .....Phone nº.....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Book Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

NB: *Awesome Sega Mega Drive Secrets 3* is published by Paragon Publishing Ltd, an independent publishing company. The book is not published, authorised by, endorsed, or associated in any way with Sega of America Inc. or Sega Europe Ltd. The book is not related and should not be confused with any publication that is printed or distributed by Sega of America Inc. or Sega Europe Ltd.

Mega POWER

Eternal Champions 24
Jurassic Park CD 28
Sonic 3 32
Barkley – Shut Up and Jam 36
Rage In The Cage 38
PGA European Tour Golf 40
Ground Zero Texas 46
NHL Hockey '94 CD 50
Double Switch 54
Ren & Stimpy 58
NBA Jam 60
Skitchin'! 66
NBA Showdown 72
Mutant League Hockey 74
Normy 76
Lunar – The Silver Star 78

reviews

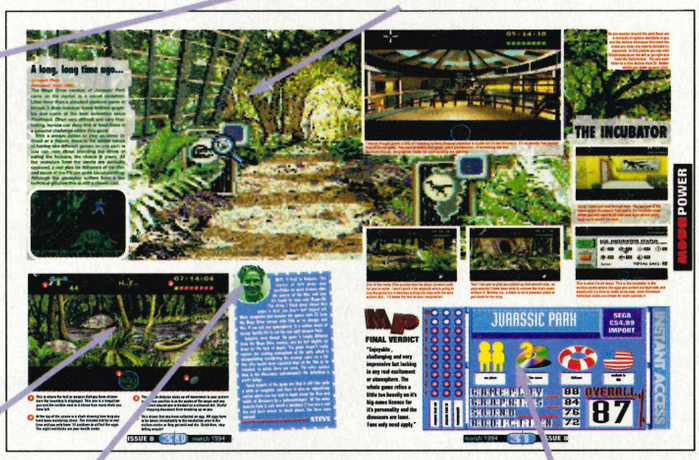
If all you want to know is what we think about the game, this is where you should start. Each of us has our own gaming likes and dislikes, and it's here we can let rip. Our strict reviewing policy means every one of us must justify our opinion to the others.

For control freaks. A complete run-down of what your joypad functions are in relation to each game.

Percentage, here's the rating we gave it.

We get deep in the pixels of a game and try to convey the action by showing close-ups from the game. Here you could see anything from a series of slamdunks to the demise of General Ortega.

Mega Drive or Mega-CD. Look here first to see if it's on your machine.



A bit of background to familiarise yourself with what sort of game we're reviewing. You're bound to find something here that you didn't already know, so this is the best place to start.

Where applicable, we tell you a bit more about games similar to the one we're reviewing.

Instead of blathering on for thousands of words explaining every single element in the game, we give you pictures instead. After all, a picture tells a thousand words, and with the amount of pictures we use, you'll be getting the equivalent of a magazine's worth of text for every review. Beneath each picture, we tell you exactly what's going on and what we think about it.

One picture in each review will have numbers scattered over it. Using these, we can go even more in-depth explaining elements of the game. Each number corresponds to a numbered caption near the picture.

No, we won't be pulling some strange facial expression in the hope that you can work it out (that's so Eighties...). Each picture fulfils two purposes: it tells you who's written the comment, and what they thought of the game. Red (hot!) means "I think the game's great". Green (neutral) says "it was fun, but I wouldn't buy it". Finally, the blue (cold) face says "I wouldn't even recommend this to that annoying kid in MacDonald's". Any game with a blue face on it should be approached with trepidation.

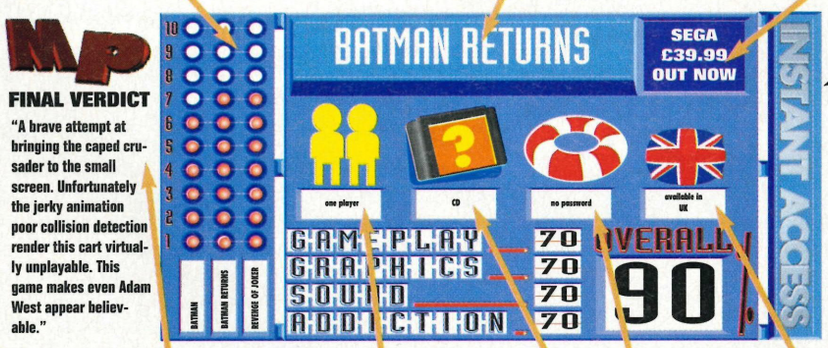
Here we give you the hard facts. Read this and the personal comments to get a quick view of the game.

the ratings

A comparison with other games you might consider buying instead.

Game name.

Who it's from, how much it is, and when it's coming out.



A Final verdict from the MPs. This is a conclusive statement based on all of our feelings about the game. You'd be well advised to heed this.

How many players can partake in the action.

How big the cart is (not applicable to CD games).

If there's a save option, how it works and what it saves.

Where in the world it's available.

GAMEPLAY
Takes into account how the game feels. Is it fun to play? Was it difficult to get into? How original is the design?

GRAPHICS
Looks at animation, use of colour, definition, variety and functionality. Ultimately, does it look as good as it should do?

SOUND
Are the tunes and sound effects any good, and, secondly, do they suit the game and build a convincing atmosphere?

ADDICTION
Most games are fun initially, but how long will you be playing it? Is it the sort of game you'd play months after buying it?

OVERALL
0-30% – Don't bother. A load of rubbish and serious damage to street-cred.
40-50% – A very risky purchase. Don't blame us if you get a dog.
60-80% – A decent game, but may only be suited to certain players.
90-100% – Everyone will love this. We'd lash out the cash for it.

THE MEGA BLAST
This is the ultimate accolade any game can receive. Only games that score above 90% are awarded this supreme honour and should definitely be near the top of your shopping list.

PREVIEW

MOR KOM

The game plays just like its cartridge counterpart, including the bonus section between bouts. Bash those buttons to increase the power bar on the left and smash those wooden blocks.

Hidden away in a Croydon back street are Europe's largest game producers, Probe Software. They currently have an incredible 43 titles in development, just one of which happens to be Mortal Kombat on Mega-CD...

The camera focuses on a dingy city street scene, looking up at a kid with his arms out wide, spinning round him as he screams those immortal words, 'Mortal Kombat!' Sounds familiar? Well, you're not watching the classic advertisement on TV or in the cinema, but on the front end of *Mortal Kombat* on Mega-CD Yes, those clever guys at Probe Software have cheekily used the ad for a Full Motion Video introduction to the latest version of the game. With extra footage not used in the TV commercial, it's a full two-minute video, done in a glorious 512 colours rather than the typical 16 or 32. The other difference is that as Probe weren't allowed to use the original ad music, it's accompanied bythe rave-style track five from the *Mortal Kombat* audio CD.

It's a fittingly dramatic introduction to the best version of the game, undoubtedly the most accurate conversion of the coin-op available. *Mortal Kombat CD* has been developed by Probe Software, the same people who did the cartridge version. Their debut Mega-CD project, it's been under development for four months and is currently having the finishing touches applied. While the Mega Drive game astounded gamesplayers with its digitised sprites and bloody beat-'em-up action, it took the capabilities of the Mega-CD to really pluck out the beating heart of the coin-op.

Double up in agony

The most obvious improvement of all is in the animation of the fighters. Due to memory and speed restrictions, the cartridge game only used 50% of the coin-op's animation frames. On CD this has been restored to 100% for that authentically smooth arcade animation of all those spectacular moves. Another graphical enhancement is that some of the backgrounds are now animated; for example, flames burning and the Chinese Mandarin clapping his hands. Goro's lair has also been improved with extra levels of parallax scrolling.

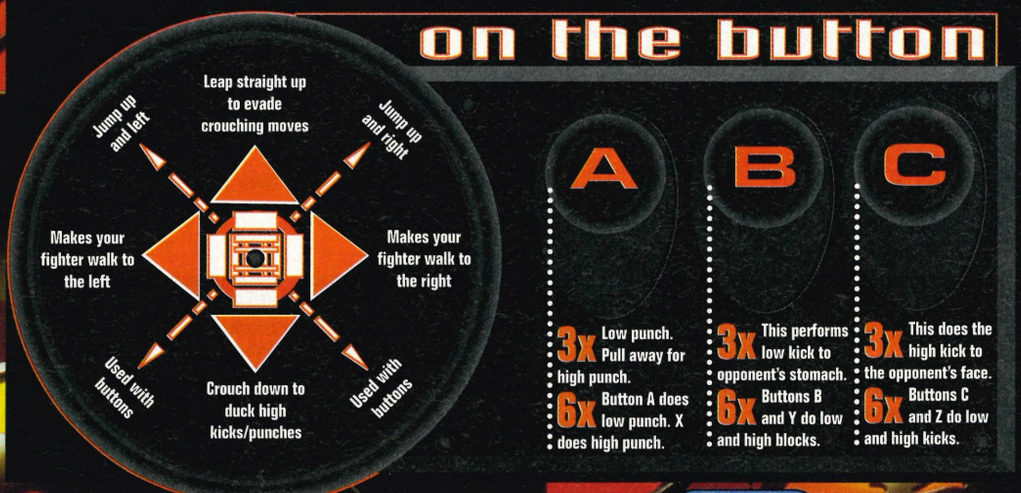
You can prepare yourself for an aural assault, too. As well as beefed-up sound FX, there is 'arcade-quality' music accompanying the frantic action. Speech samples have also been included for the character selection screen and at the end of bouts... 'Kano wins! Flawless bout!' etc. The authentic arcade atmosphere is further enhanced by FMV footage on the fighter biographies and the full end sequence from the coin-op.

One thing that wasn't in the arcade machine was a *Street Fighter II*-style hyper mode. Probe have included one in the current Mega-CD version to speed up the action considerably, but whether it'll be in the final game has yet to be decided – at the moment the scroll can't keep up with the action and it would take some complex programming to correct this.

The one thing that hasn't changed is the brutal gameplay itself. It plays exactly the same as on cartridge, with the same fighters and the same moves – although they're much more smoothly animated, of course. Probe originally considered adding some new special moves, but it would have meant getting the changes approved by coin-op manufacturers Midway/Williams – a lengthy and costly process.

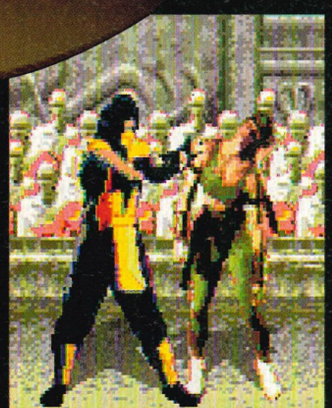
At the end of the day what you really get on CD is a very enhanced version of the cartridge game that's about the next best thing to having the arcade machine in your bedroom. Mega-CD owners, it's time to prepare yourself... test your might... fight!

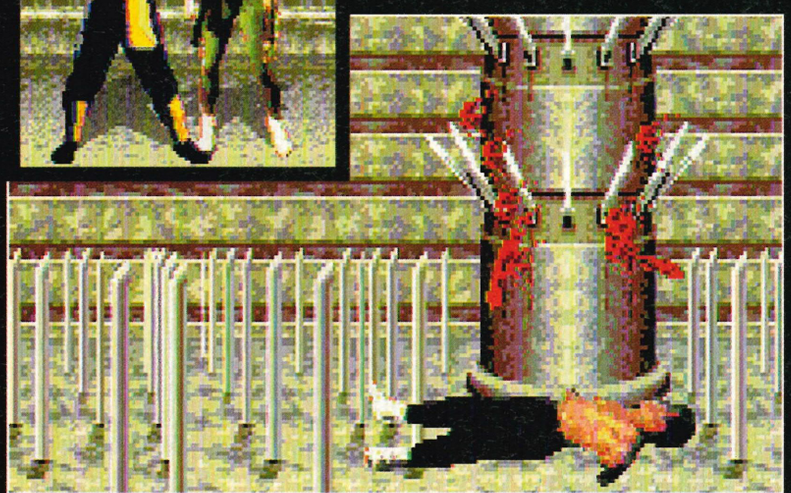
on the button



TAL BAT CD

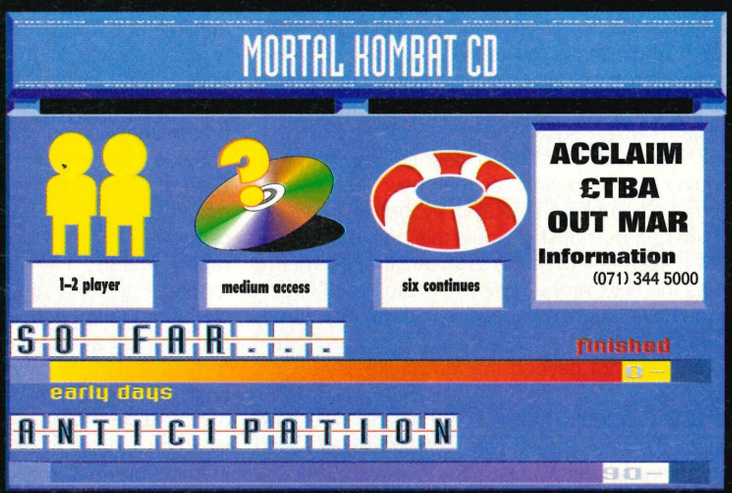
(Above) As on the arcade machine, there are Full Motion Video sequences for the fighter biography screens, rather than the static pictures in the cartridge game. (Below right) Extra layers of parallax scrolling have been added to the backdrop for Goro's lair.





The game uses the famous TV commercial for its Full Motion Video intro. Accompanied by a rave-style track, this dramatic two-minute-long sequence includes extra footage not previously seen.

"MORTAL KOMBAT!" that advert



REVIEW

ETERNAL CH

It took Sega a long, long time to come up with a viable contender for the beat-'em-up crown held for so long by the awesome Street Fighter II. But now they are taking on all-comers as they unveil their 'great fight hope', Eternal Champions. We send our own 'king of sting', Dave Perry to go a few rounds with the self-proclaimed number one challenger.

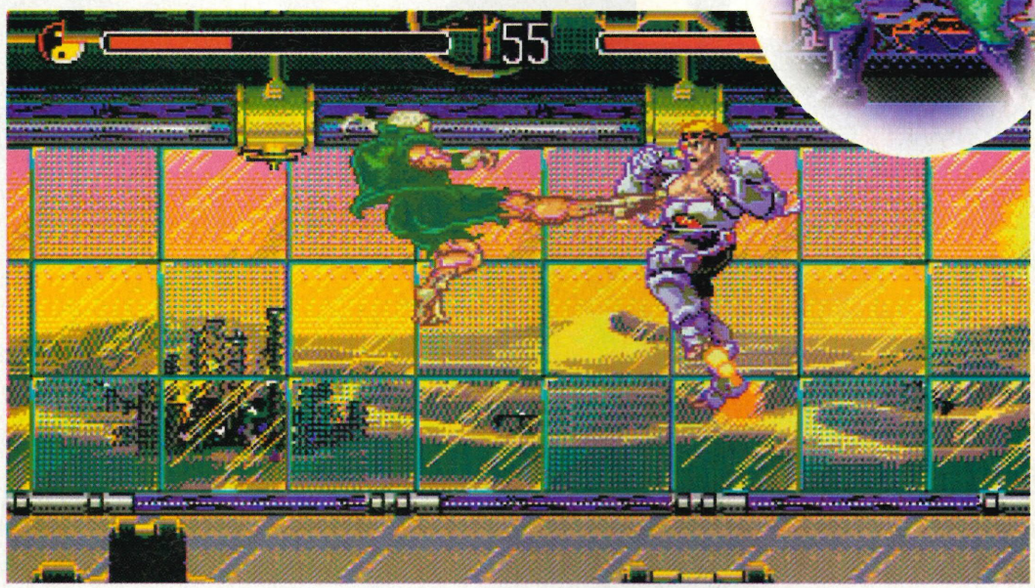
Recently the Mega Drive, once criticised for its cutesy-platform-heavy games catalogue, has become overrun with ferocious one-on-one beat-'em-up titles. Not surprising as the right product with the right hype always proves to be an incredible money-spinner for the company involved. It was also inevitable then that Sega would eventually get in on the act with their own exclusive game developed specifically for the Mega Drive. Unfortunately the lack of real game testing enjoyed by coin-op conversions is very obviously lacking from what strikes me as being a very flabby, expensive cart that lacks personality.

Although I think that the instant replay feature is a great idea, I feel that overall there are just too many features in Eternal Champions and they detract from the gameplay itself.

The action is fast and smooth but the graphics are very poor and never really look solid. Neither do the characters really grab your sympathies: they all lack any real charm, and the combination of mystical powers and electronic gizmos in the combat sections makes the whole game far too fantasy-based – it lacks the gritty edge provided by more 'realistic' beat-'em-ups.

Nope, chucking everything you can think of onto a 24 meg cart does not a great game make. Don't make the mistake of dragged in by the hype. This is not a bad game but sixty quid is an awfully big commitment to any piece of software: definitely make sure you try before you buy, and if anyone tells you that this is the new beat-'em-up king they should 'go home and be a family man.'

DAVE



So you think you've got a winner do you? How many times have I heard companies boast about having a product that can kick the pants off M Bison and co? Too many times I think. However, this time it seems Sega have a genuine reason to gloat, as their new beat-'em-up *Eternal Champions* is raising eyebrows throughout the games industry. Could this be the one?

Well, 24 megs of game suggests that it certainly has the size for the task, and history and experience have taught me that eventually every game is surpassed and improved upon… even *Street Fighter II* is not beyond the inevitability of evolution.

But we all know that it is not always size that counts, it's what you do with all that memory that determines a game's fate. The obvious comparisons to the colossal figures of *Street Fighter II* and *Mortal Kombat* mean that *Eternal Champions* has to deliver big-time if it is to avoid the wrath of the games reviewer, and having just spent three days playing the game I am pleased to announce that after a year and a half in the making, this cart will certainly be the first big sensation of 1994.

The nine combatants, or indeed the Eternal Warriors as they like to be known, are all taken from vastly different backgrounds and time periods and Sega have painstakingly developed in-depth life-histories for each of them, as well as unique and fantastical fighting styles. All the characters have a variety of special abilities that are unique and no graphics frame is ever repeated in a different move, giving the whole thing a more random and realistic feel. However, that is as far as the realism goes: *Eternal Champions* is full of gadgets, magic and robotics that pushes the player's dexterity and reflexes to the max. Jet packs, grappling hooks and power-draining mind melts will have both joypad jockey and screen warrior gasping for breath and wincing with pain as the battles rage on.

Aside from the traditional fighting screens, *Eternal Champions*' real strength lies in the plethora of features that have been crammed onto the cart. The most welcome of these is the instant replay feature. How many times have you performed a perfect three-hit combo followed by a double-hit dragon punch and wished you could sit back and watch it all again, or even just rub your mate's face in the mediocrity of his performance as you crush him into submission? Well, now you can. The excellent replay mode in *Champions* allows you to view the highlights of every round, just gloat over the final blows or manually go over the whole thing with a fine-tooth comb – you'll wonder how you ever managed without one.

Next up are the extremely handy training sections, where you can get to grips with your fighter's special moves and combinations against holographic opponents or moving spheres that test your dexterity. At the end of these sections you are given a rating that will give you an idea of how well your abilities are progressing. If this all proves a little too stressful for your weedy joypad skills you can simply set up a practice sphere where you can strengthen up your bad points all by yourself, with nobody laughing at you, you wimp! No seriously, these practice sections are very, very useful and avoid you having to stick the machine in two-player mode and struggle with your special moves against an inanimate opponent – admit it, we've all done it.

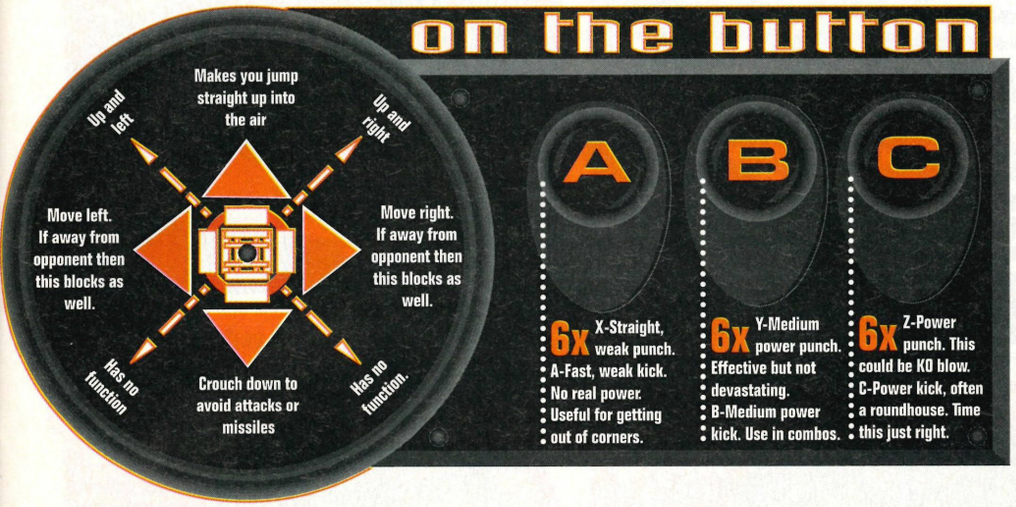
Still not impressed? Well then, how about being able to fight in the Battle Room where you not only have to be wary of your opponent, but of your surroundings as well. In this customised environment you can program up to five hostile hazards to further challenge your abilities, as well as your opponent's. You can have circular saws carving there way across the arena, slow-motion bolts being fired from the walls and even transporter beams that throw the whole bout into disarray as you suddenly disappear only to reappear on the other side of the screen. Very disconcerting.

It seems that Sega have packed everything into this game, bar the kitchen sink. Crunching sound effects, animated backgrounds and an extremely tough one-player mode, but at £59.99 it is going to have an awful lot to live up to, especially when you consider the milestones against which it will be judged.

AMPIONS

OVERALL % 85

on the button



...you have to think tactically to use your special moves at the optimum times.

BLADE

Only Slash can match Blade's phenomenal strength in the game. But his lack of speed and defence mean that precision is required.

SPECIAL MOVE Perfect Blade's Wild Fury attack to inflict a crushing 20% damage.

JETTA

Maximum speed ratings mean that Jetta is most effective against slow adversaries. She excels at short, sharp combos and multi-attacks.

SPECIAL MOVE Ignore the 20% Death Dive and use Fast Feet move for a 16% combo.

LARCEN

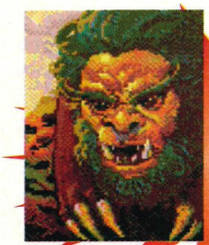
A good all-rounder, Larcen is many first-time fighter's choice. Combining defence, power and endurance he makes a formidable opponent.

SPECIAL MOVE Use Ceiling Drop and the Hammer Fist for 25% and 17% damage.

SHADOW

Lacking power and a bit slow to recover, Shadow is best used at a distance. Utilise her long-range attacks and excellent blocking ability.

SPECIAL MOVE Her homing missile attack, Flying Mine Uzume causes 18% damage.



SLASH

Very strong, very tough, but incredibly slow. Slash should be avoided by beginners as he has very poor defence and no big attacks.

SPECIAL MOVE Apart from club attacks utilise the Running Head Butt for 16% damage.

TRIDENT

A perfect blend of speed, power and versatilty, Trident is a lethal adversary with a whole armoury of moves. Trouble is he gets hurt easily.

SPECIAL MOVE Use the Spinning Trident for 30% damage and Plasma Bolt for 16%.

RAX

Very tough with good defence and speed, Rax possesses the most punishing move in the game thanks to his cybernetic implants.

SPECIAL MOVE The Sonic Blaster causes 32% damage and Overload 20%.

XAVIER

Lots of snazzy special moves help Xavier launch countless close-range multi-hit attacks. A powerful all-rounder, his cane helps give a tight defence.

SPECIAL MOVE Dragon Trap 15%, Attack and Smack and Slash Strike both 12%.

MIDKNIGHT

Fast, strong and possessing supernatural powers Midknight is one of the game's best characters. Ideal for Special Move combos.

SPECIAL MOVE Use the Life Drain for 17% damage and the Overhead Punch for 18%.

It was rather inevitable that this game would draw comparisons with Street Fighter II, that's just the way the cookie crumbles. Eternal Champions surprisingly lives up to expectations. Quite simply, this is most excellent. Special moves galore have been included in the massive 24Mbit cartridge. The characters, where so many of this genre fail, are wonderful and you'll soon find yourself adopting your chosen fighter and hopefully doing the business on your opponent. Each has their own special characteristic fighting style, and of course a full life history.

Graphically it's good but not outstanding, although this appears to be irrelevant when all your concentration is focused on bashing your opponent's head in.

Although there are very strong similarities between this and SFII, this game has more of an emphasis on fantasy than realistic combat. I mean, I could imagine meeting Ken or Ryu down the pub, but I'm not so sure about RAX or Xavier. What makes Eternal Champions is its depth. You'll find the more you play, the more you find out, and when you take into consideration the number of special moves each character has, you'll realise that Eternal Champions also has the lastability of SFII.

It's rare that a game of this calibre appears to challenge the might of Street Fighter II. It's a few percent less than Capcom's offering, but take nothing away, this is one fantastic game!

STEVE

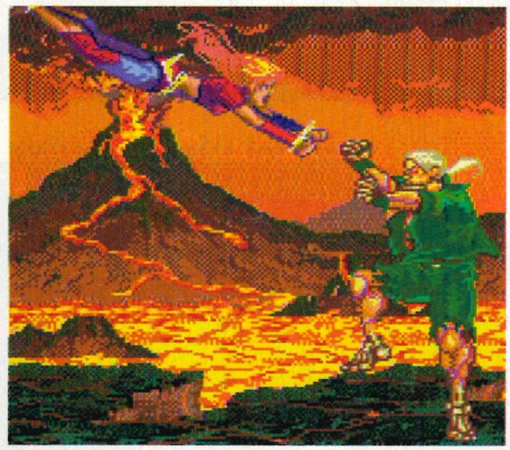
Mega POWER

In terms of the characters and general game atmosphere, Eternal Champions can't quite match Street Fighter II. As for gameplay, I reckon it's just as good, if not better in some ways. Although the special moves aren't as tricky to pull off as in SFII, and thus you don't get the same satisfaction of activating them, they are limited by your diminishing 'inner strength'. This ingenious feature means you have to wait for your strength to recharge, and so you have to think tactically to use your special moves at the optimum times. This makes for more skilful, thoughtful play than in SFII which often degenerated into a battle of special moves, eg Ken and Ryu constantly shooting fireballs at each other... yawn.

As for the actual moves themselves, many are refreshingly innovative. Xavier has to be my favourite character, with the ability to scramble his opponent's controls, temporarily turn them into a different character or even swap places with them so they get hit by their own missile! Then there's Blade's gruesome spinning blades, Jetta's hyper-speed mode and Larcen's swinging across the screen, to name but a few – all the characters have very different moves. Another great idea is the ability to insult your opponent – not just a pointless gesture as it also reduces your rival's inner strength.

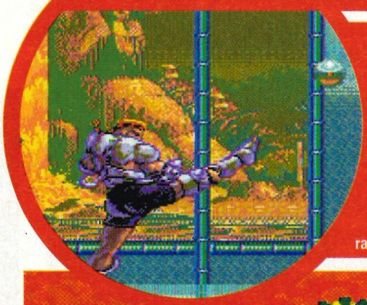
The one slight drawback is that, as with SFII, you really need a six-button joypad to get the most out of the action – using START to switch between kicks and punches on a three-button pad is a bit fiddly. This aside, a tough solo challenge and compulsive two-player mode ensure Eternal Champions ranks up there with SFII and Mortal Kombat.

PHIL



Jetta launches at Midknight in her Death Dive special move. If she connects she will wipe out 20% of his health bar. If she misses he'll kick her teeth in before she can get back up.

BETTER THAN THE CINDY CRAWFORD WORKOUT...ALMOST



DEXTERITY SPHERE
The most basic of the training rooms, spheres appear at random and you have to hit or kick them. An ideal way to get used to your character's abilities, you are rated at the end.

HOLO-TRAINER
Choose any character to play against and set up the levels and game speed to suit your stage of development. You will be rated on your perfomance.

PRACTICE SPHERE
For more precise tuning up of your skills you can choose which areas of attack you want to improve, head, mid-range etc. The spheres comply.

Eternal Champions is jam-packed with options and you can virtually tailor any game to play just the way you want it. You'll find everything here, bar the kitchen sink.

Occasionally, after a double-perfect, if your opponent is positioned just right, you will get a special end screen like the ones above. *Mortal Kombat* eat your heart out!

MP FINAL VERDICT

"Sega have really given this game everything they've got and it shows. A little pricey maybe but this is a huge game that possesses a really tough challenge. A welcome distraction from *Street Fighter II*, if not a replacement."

BRETT HULL HOCKEY

PREVIEW

After MEGA POWER's disruptive behaviour at a recent ice hockey match, they were on strict instructions not to do the same with Brett 'hard man' Hull.

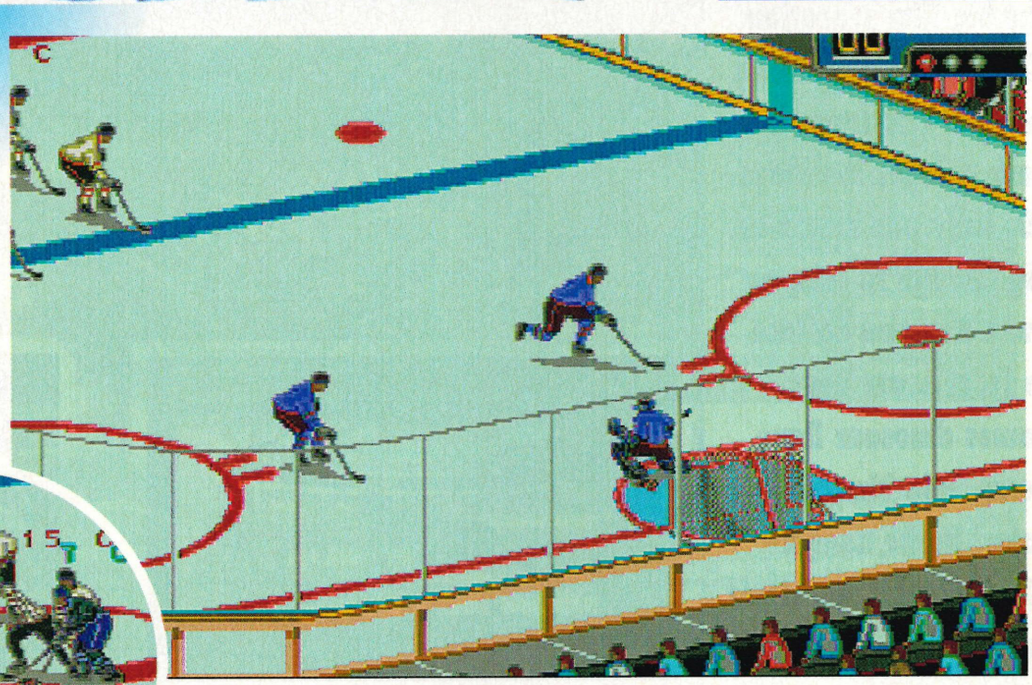
This ice hockey simulation represents Accolade's entry into what is classed as one of the fastest-growing recreational sports in this country. If you've never heard of him, Brett Hull is the right winger for the St Louis Blues. He's one of the greatest players in the NHL's history, ranking alongside greats such as Wayne Gretzky and Mario Lemieux. Joining this exclusive club was made possible by Brett's phenomenal scoring record. He scored 86 goals in 78 matches in 1990–91 and was voted most popular player by NHL fans – what an Accolade!

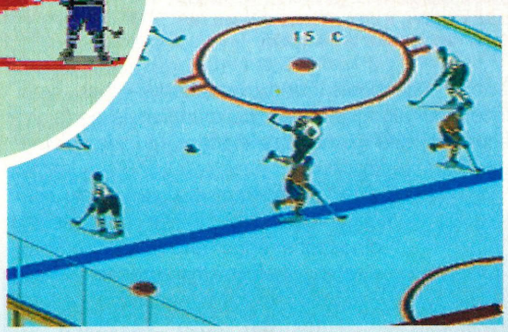
With Brett's vast knowledge, Accolade have managed to recreate the sport very accurately. There are several modes of play open. These include the standard exhibition game, an 11-game short season and if you're up to it, an 84-match full season. You can customise your teams, changing everything from the skating speed through to handling and aggression. Standard features such as instant replay and goalie control are included, as are line settings and team rosters.

A novel approach was taken with this game. To create a realistic environment, the game's designers Radical Entertainment videotaped skaters, including Brett Hull, and then digitised them for the game. With Hull's input the game aims to recreate that real match atmosphere, complete with organ music and sound effects of the skaters' blades and the odd punch. The matches will even be commentated on by an Emmy-award-winning sportscaster. No, it's not Ron Barr but a chap named Al Michaels.

Most interesting of all is the unusual rink perspective. Unlike EA's hockey sims which are played from overhead, *Brett Hull* is viewed from a 30–35° angle. There's also an on-ice referee, a rarity for a hockey game.

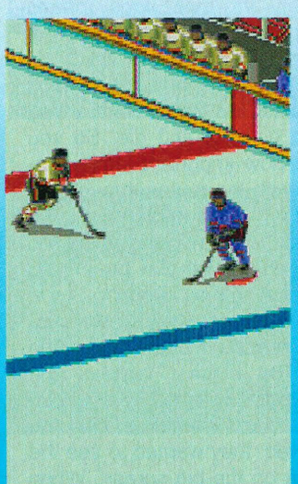
Brett Hull Hockey will be released in March at a reasonable price of under £40. With the vast amount of options on offer, as well as hopefully exciting and challenging gameplay, it will be interesting to see how it compares to the likes of the legendary *NHLPA Hockey '93*. At least you're always guaranteed a damn good punch-up.

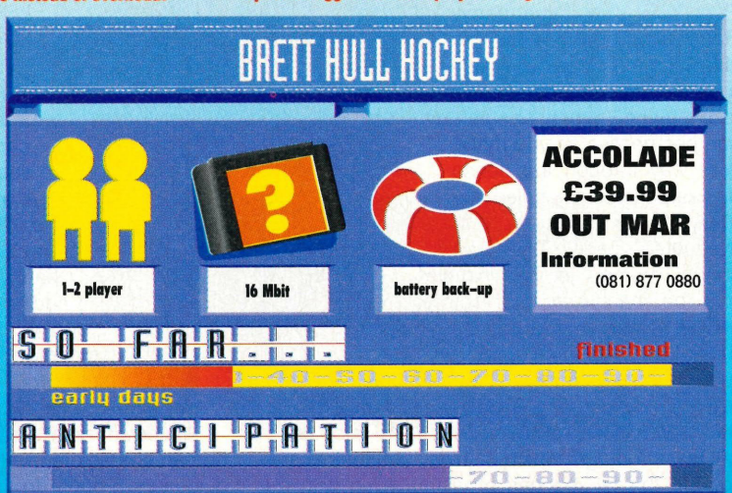




Go on son, chase that puck. A match in progress, and here you can see the difference between this game and the *NHL* series. *Brett Hull* uses an angled perspective instead of overhead.

Statistics, as featured in most games, are always important. Most things can be changed in the options, from the skaters' speed to aggression and player strengths.





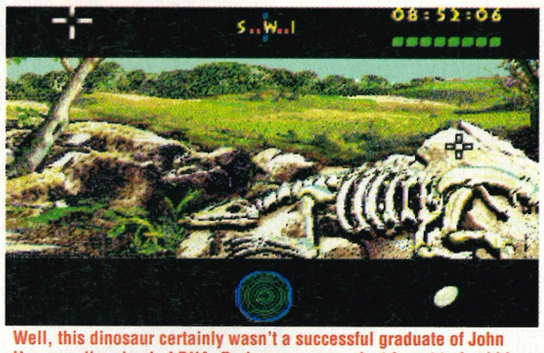
REVIEW

JURASSIC P

The big film sensation of 1993 comes crashing into 1994 as Jurassic Park reaches the Mega-CD. Only one man was big enough to take on the T Rex and Co face to face... our own games dinosaur Dave Perry. Join him on safari in the danger-filled tropical forests of Isla Nublar.

Ooer, scary Gallimimuses ahead. You would be well advised to take note of the caution sign behind them. In the film they ran harmlessly past Dr Grant and the kids – in the game they can do a whole load of damage to you. But it's no good wimping out: you need that egg.

Probably some of the most impressive sequences on the CD occur once you enter the visitors' centre. A little bit jerky at times, but wonderfully rendered and very accurate to the movie.



Well, this dinosaur certainly wasn't a successful graduate of John Hammond's school of DNA. Perhaps someone just forgot to feed him. Remember: a dinosaur is for life, not just for Christmas.

Those prehistoric inhabitants of the ill-fated Jurassic Park seem determined not to go away and leave us all with a dinosaur-free new year. As news breaks of plans of a sequel to the greatest selling movie of all-time (735 million dollars in cinema receipts and counting), so *Jurassic Park* the game appears on Mega-CD, and Sega owners are in for a real treat.

Using the vast storage capabilities of the CD, *Jurassic Park* is a truly huge game. Reminiscent of old adventure classics like *Dungeon Master* and *Corporation*, the action takes place from a first-person perspective as you make your way through the dense dinosaur-infested jungles and eerily empty buildings of the evacuated park. The game control method is very simple and the manipulation of objects on the screen is achieved through a point-and-click technique, with joypad buttons allowing you to use objects, access your inventory or move on to other sections of the island. It's easy to get lost and forget which pathway you took as you explore the far reaches of island, even with the various signposts and landmarks that you encounter along the way, so mapping is certainly recommended in this fine blend of puzzle-solving and action.

The whole point of the game is to collect at least one of every species of dinosaur's eggs and take them to safety, before the monsters are wiped out for a second and final time. You have 12 hours to achieve this goal: the game clock counts down in real time. Safety for dino eggs means being quickly transferred from nest to incubator, which is located in the science labs back at the lodge, before they can go cold and die. So you see how important familiarisation with the routes through the park is – and don't forget, the parents are not going to be too happy about you just turning up and snatching their offspring.

This brings me nicely to the subject of the real stars of the game, the dinosaurs. The biggest fans of the Jurassic Park craze were not really interested in story line, clever effects or even the human characters involved: they wanted to see the dinosaurs brought to life on the big screen. When was the last big dinosaur movie made? Ten, twenty years ago? Yet these giant creatures have always had an almost hypnotic attraction for so many people. Using a stunning blend of real photography and computer graphics, the various species featured in the movie and their environments are brought wonderfully to life. Frogs hop onto the screen, trees sway in the distance and Compys dart agitatedly through the brush. What is particularly impressive is the smoothness of 360° rotation afforded within the game, allowing you to view the whole area around you at a sweep, following events as they happen and keeping an eye out for Velociraptors sneaking up on you or, as I found at to my cost, angry Triceratopses charging you from behind as you try to steal their eggs. Very nasty.

In the distance there are constant sounds of movement and muffled roars. As you play the game you learn to pick up on these sounds a little more diligently, as they often give an indication of what creatures are about and allow you to prepare for confrontation. Although, if the ground starts shaking in time with a solid thud, thud, be afraid, be very afraid.

What CD game would be complete without a bit of Full Motion Video waffling? In *Jurassic Park* this takes the shape of palaeontologist Dr Robert T Bakker. At various field-guide kiosks, a video image of the doctor can be accessed to give you educational information about individual dinosaurs. This narrative will of course be fascinating to

PARK

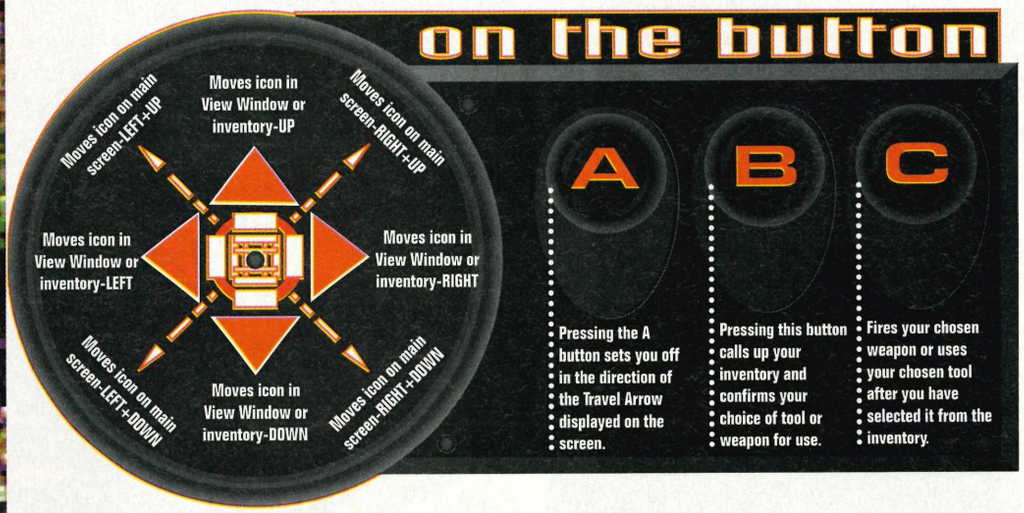
[...you have to admire the smoothness of the whole thing as you follow the action in full 360° rotation.

OVERALL %

87

"That's nice," said a stupid Dennis Nedry when he encountered the poison-spitting Dilophosaurus. I hope you won't be quite so dumb.

on the button



The whole Jurassic Park series of games have been interesting in that they have all differed in content depending upon which format they appear. The CD version is definitely the pick of the bunch. Huge, packed with lush graphics and eerie sound effects, this is the only game that really lets you go into the park in the first-person and mix it up with those pesky dinosaurs. Packed with problems to solve, dinosaurs to outwit or outrun and locations to explore, you have to admire the smoothness of the whole thing as you follow the action in full 360° rotation. This should be a great game... should be.

Sadly Jurassic Park fails to capture the atmosphere of the film. Not such a problem as it seems to follow the plot of the book more than the movie, but a few clips from the big-screen version wouldn't have gone amiss with fans I'm sure. Also, the dinosaurs that inhabit the park are all a little lame, a little too cartoony and don't help instil any feeling of realism. And when you are attacked... the screen goes blank. No blood, no struggle, just an empty screen for about ten seconds and some gory FX. Not very convincing, a bit of a lazy cop-out here I think.

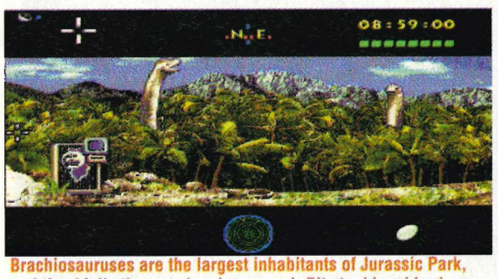
That said, I did quite enjoy the game, but as a dino fan and someone who went to see the movie three times, I had hoped for a little bit more.

DAVE

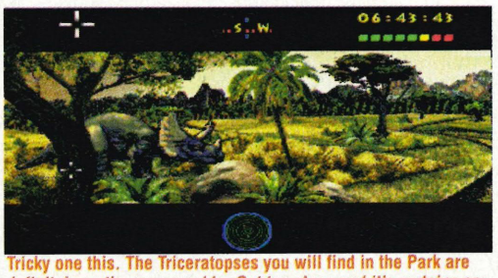
dinosaur buffs but it is also important to the game as a whole, as it prepares you for forthcoming situations and just might help you stay alive a little bit longer.

Aside from the obvious threat of the T Rex and his mates, Jurassic Park is packed full of puzzles that need solving by any intruder if they are to succeed in their mission. There are keys to be found and objects to be collected, some of them not completely obvious. For example, you need to collect two rocks to throw at a mine entrance to cause an avalanche that opens the way in for you. Pliers can be used to cut rope or stubborn door locks and even damaged trees can be pushed over to scare off overprotective parents from their nests. Only experience will tell you what dinosaurs can be stunned and which ones need more severe persuasion or a stealthier approach. Don't worry though: as you progress you will gain more and more powerful weapons, although none of them kill – you wouldn't want to hurt the poor dinos, would you?

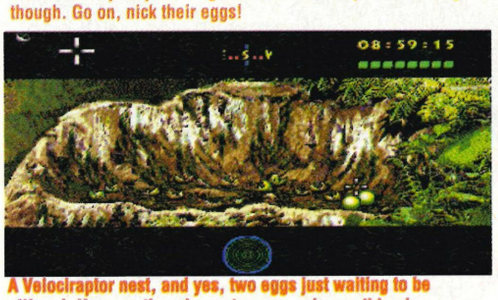
Although it sadly lacks any footage from the movie itself, *Jurassic Park CD* is a huge adventure game that will certainly have fans falling over themselves to play. Very different from the Mega Drive version – in fact nothing like it at all – this is a beautiful, taxing challenging extravaganza that is certainly a lot safer and a lot more fun than a land-cruiser ride with Doctors Malcolm, Grant and Satler.



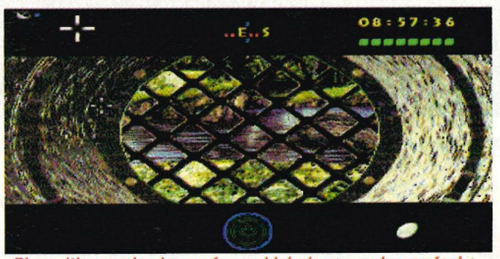
Brachiosauruses are the largest inhabitants of Jurassic Park, and thankfully they are 'vegisauruses'. Bit stupid and boring though. Go on, nick their eggs!



Tricky one this. The Triceratopses you will find in the Park are definitely on the grumpy side. Get too close and it's curtains as several tons of dino hits you head on. Not recommended.



A Velociraptor nest, and yes, two eggs just waiting to be pilfered. Hang on though, nest, eggs, only one thing is missing, where are the Velocirapt...Aargh!!!



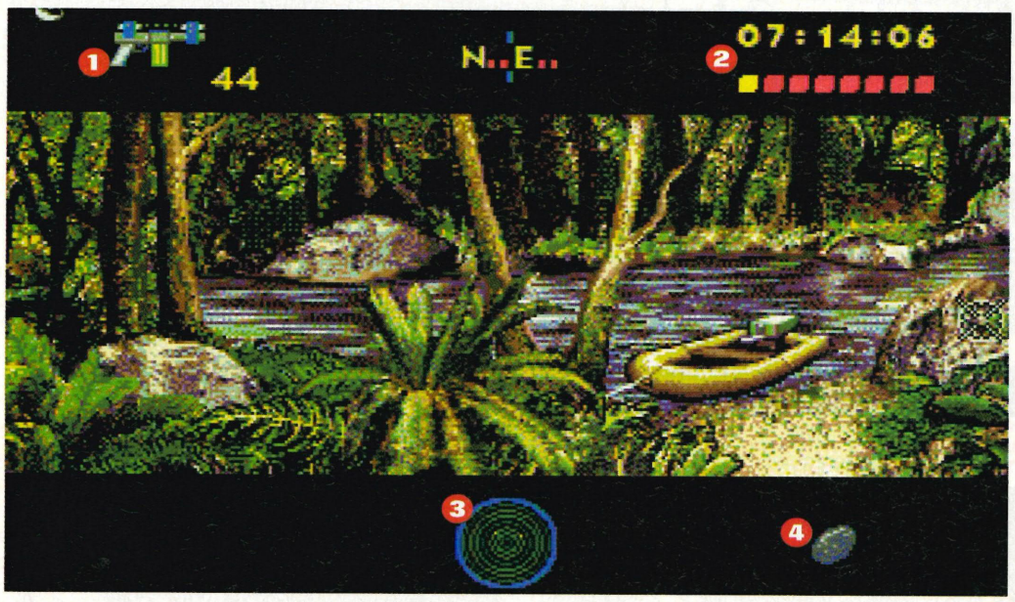
Phew, it's amazing how safe an old drain can make you feel. All you've got to figure out is how to get out. Did you pick up a wrench at any point? Oh dear, you might be in trouble here.

A long, long time ago...

Jurassic Park
Released: Sept 1993.

The Mega Drive version of *Jurassic Park* came on the market to a mixed reception. Little more than a standard platform game in format, it does however boast brilliant graphics and some of the best animation since *Flashback*. Often very difficult and very frustrating, no-one can deny that at least there is a genuine challenge within this game.

With a unique option to play as either Dr Grant or a Raptor, there is the added bonus of having two different games on one cart; ie you can race about shooting the dinos or eating the humans, the choice is yours. All the monsters from the movie are perfectly captured, a real plus for followers of the film, and some of the FX are quite blood-curdling. Although the gameplay suffers from a few technical glitches this is still a classic cart.



1. This is where the tool or weapon that you have chosen from the inventory is displayed. This one is a tranquilizer gun and the number next to it shows how many shots you have left.
2. At the top of the screen is a clock showing how long you have been wandering about. The minutes tick by in real time and you only have until sundown to collect the eggs. The eight red blocks are your health meter.
3. The motion detector picks up all movemnet in your current area. Your position is in the centre of the scope and any movement around you is tracked as a coloured dot. Useful for stopping dinosaurs from sneaking up on you.
4. This shows that you have collected an egg. All eggs have to be taken immediately to the incubation area in the visitors centre or they get cold and die. Quick then, stop faffing around!

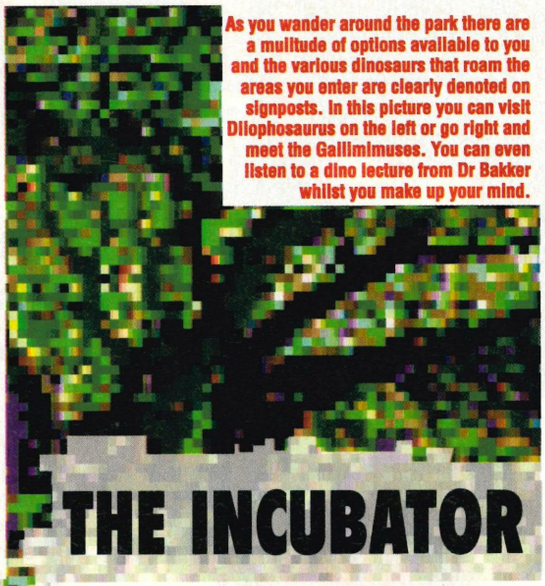
Well, it had to happen. The release of this game was inevitable on most formats after the success of the film, and now it's found its way onto Mega-CD. The thing I liked most about this game is that you don't feel ripped off. Many companies just transfer the games onto CD from the Mega Drive version with little or no change; and this, if you ask any gamesplayer, is a serious waste of money. Luckily this is not the case with Jurassic Park.

However, even though the game is totally different from the Mega Drive version, you do feel slightly let down by the lack of depth. The game doesn't really capture the exciting atmosphere of the park, which is disappointing considering the storage space on a CD. One also would have expected clips of the film to be included, of which there are none. The other serious flaw is the dinosaurs: unfortunately the definition is pretty dodgy.

Good aspects of the game are that it will take quite a while to complete, and there is also an educational section where you are told in depth about the lives and habits of dinosaurs by a palaeontologist. All the same, Jurassic Park is only worth a purchase if you are a real fan and have money to chuck about. You have been warned!

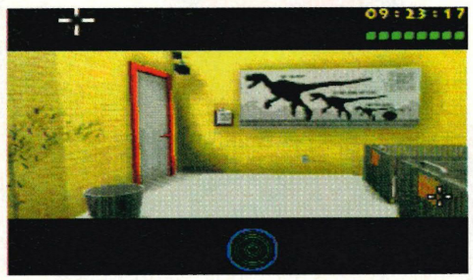
STEVE

I always thought it was a little bit tasteless to have dinosaur skeletons in a park full of real dinosaurs. It's no wonder they wonder they all turned nasty, they were probably their great, great grandparents, or something like that. Seriously though, the graphics inside the main building are stunning.



As you wander around the park there are a multitude of options available to you and the various dinosaurs that roam the areas you enter are clearly denoted on signposts. In this picture you can visit Dilophosaurus on the left or go right and meet the Gallimimuses. You can even listen to a dino lecture from Dr Bakker whilst you make up your mind.

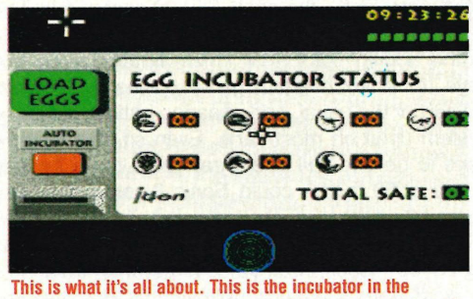
THE INCUBATOR



Quick, make your way through here. You are now in the nerve centre of Jurassic Park and in the incubator room where you will need to offload your eggs before going back out to search for more.

One of the many little puzzles that lie around Jurassic Park for you to solve. I won't spoil it for anybody who's going to buy the game but it involves cutting the rope with the wire cutters and... I'll leave the rest to your imagination.

Yes! I bet you're glad you picked up that wrench now, as you wouldn't have been able to remove the drain cover without it. Believe me, a drain is not a pleasant place to get stuck for too long.



This is what it's all about. This is the incubator in the visitors centre where the eggs you collect are kept safe and sound until it's time to make some new, nicer dinosaurs. Individual totals are shown for each species.

MEGA POWER

MP

FINAL VERDICT

"Enjoyable, challenging and very impressive but lacking in any real excitement or atmosphere. The whole game relies a little too heavily on its big-name licence for its personality, and the dinosaurs are lame. Fans only need apply."

10 9 8 7 6 5 4 3 2 1

JURASSIC PARK MD | JURASSIC PARK CD | THUNDERHAWK

JURASSIC PARK

SEGA
£54.99
IMPORT

one player | medium access | RAMsave | available in USA

GAMEPLAY	88
GRAPHICS	84
SOUND	76
ADDICTION	72

OVERALL 87%

INSTANT ACCESS

REVIEW

SONIC 3

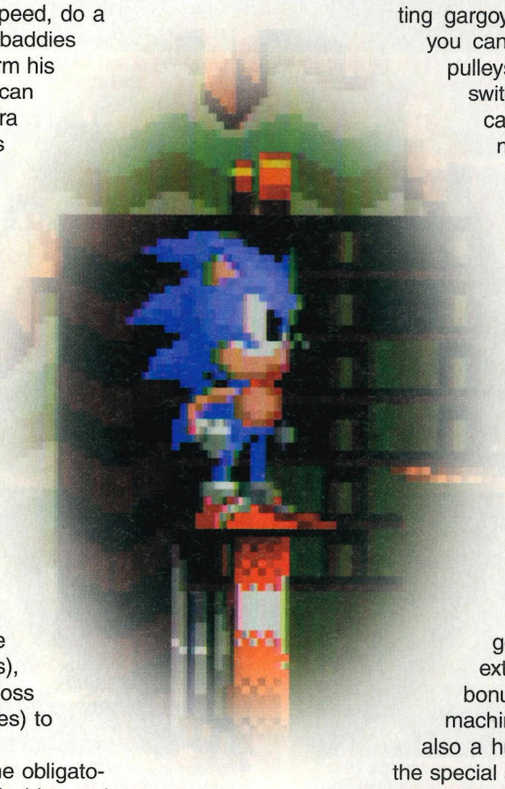
At last it's here. Following his Mega-CD and pinball spin-off projects, Sonic finally appears in his third Mega Drive platform romp. Phil King wonders if this is his best adventure yet...

MEGA BLAST!

Sonic is back with a bang, but before we proceed, let's get the bad news out of the way first... the price. £59.99 seems a lot to pay for a 16Mbit cartridge, but Sega insist it's due to the addition of FRAM chips, enabling you to save up to six different game positions. This is instead of the usual, and cheaper, battery-backup system used on most carts. Even so, this would have to be one hell of a great game to justify an outlay of 60 quid – could *Sonic 3* possibly measure up?

Well, it's certainly an epic adventure, spanning six zones – each three times larger than those in *Sonic 2*. After seemingly defeating Dr Robotnik in that previous adventure, Sonic and Tails are aghast to discover that the evil doc crashlanded on a mysterious island floating in the sky – powered by Chaos Emeralds. Robotnik plans to nick these jewels to repair his Death Egg ship and has tricked the island guardian, Knuckles, into believing that Sonic and Tails are the thieves.

From the game options, you can choose to control Sonic, Tails or Sonic and Tails together. The latter has Tails controlled by computer or a second player. If playing solo, you can gain control of Tails at any time. This is particularly useful for dealing with end-of-level bosses as Tails has infinite lives. Tails can also spin his tail to fly like a helicopter and airlift his chum up to higher platforms. Sonic himself has the usual ability to run at supersonic speed, do a spinning jump to kill baddies and, as in *Sonic 2*, perform his spin dash attack – which can now be revved up for extra speed! At several points in the game, there's also a hand which pops up and automatically revs Sonic up for the next looping section.



The pair start their adventure in the Angel Island zone, where Robotnik has set everything on fire. As well as the usual crumbling platforms, spikes and lava pits to contend with, there's a huge battery blimp which flies overhead dropping bombs. As with the other zones, there are two long acts (stages), each with their own big boss (Robotnik in various guises) to defeat.

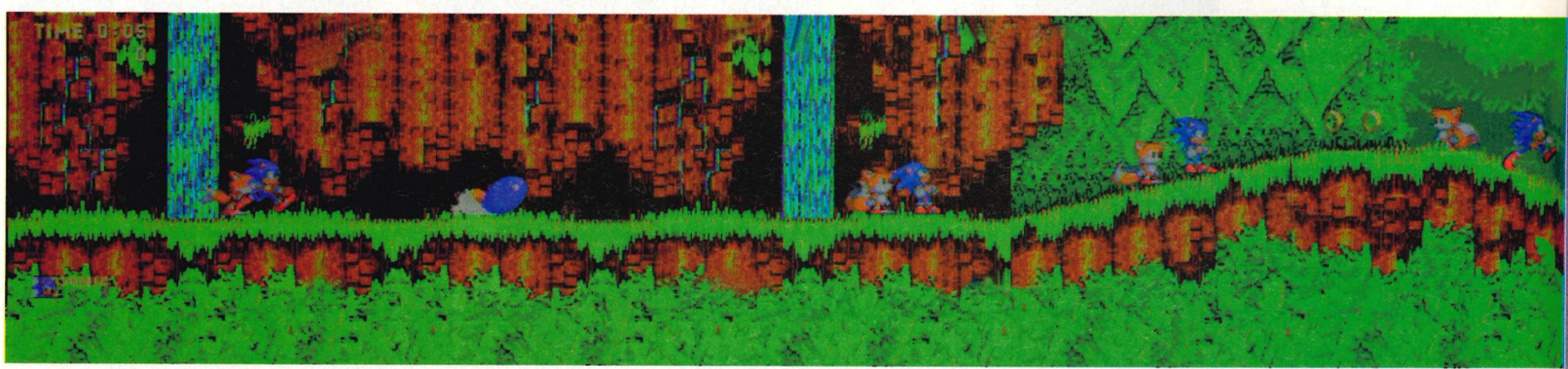
Next up is Hydrocity, the obligatory underwater zone. As in his previous adventures, Sonic needs to regularly replenish his oxygen by finding air bubbles – often, you have just enough time to get to the next one. However, if Sonic can find the new big bubble power-up, he gets infinite oxygen as well as the ability to perform a special bouncing attack. Another new element is the fans which blow Sonic up the screen to grab hold of a series of conveyor belts. Perhaps the cruellest feature of all is the huge sliding wall which crushes Sonic if he's not fast enough – very tense stuff!

Survive two more encounters with Robotnik, including one where he drops depth charges into the water, and you enter the Marble Garden zone. This introduces new features such as spitting gargoyles, bouncy spikes (which you can land on, but fire bullets), pulleys to haul you up hills and switches which activate staircases. There's also a spinning top which you can ride to float through the air. Controlling this is tricky as the faster you run, the higher it flies – so you have to go against your instincts and slow down to duck under spikes etc.

Later zones take you through the colourful Carnival Night with its anti-gravity platforms, the Arctic wasteland of the Ice Cap, and finally the Launch Base where Robotnik is repairing his Death Egg ship. In all of them, there are the usual gold rings to collect to earn extra lives and activate the bonus section: a giant gumball machine. In every zone there's also a huge gold ring that leads to the special stage, a 3-D maze containing one of the Chaos Emeralds.

Even if you manage to complete the massive challenge of the main adventure, *Sonic 3* has the bonus of a competitive two-player race game. You zoom around the loops and jump over obstacles in a supersonic head-to-head race on any of five split-screen courses.

Whether *Sonic 3* is worth its large price tag is debatable, but with six huge zones to explore, 26 new baddies, different bonus stages and loads of extra features, it's certainly the blue hedgehog's biggest adventure yet.



I have to admit I'm not as much a fan of Sonic's platform adventures as a lot of people – personally I prefer a good sports sim any day. However, whereas I found Sonic 1 and 2 playable for a while, Sonic 3 really caught my imagination and I was glued to the screen. It's hard to define exactly what makes it so special. Whether it's the incredible degree of polish applied to both graphics and gameplay, or the new innovations and baddies, or simply the huge size of the levels you have to explore, I'm not sure. It just seems so complete, so slick, so utterly playable.

I particularly appreciate the injection of humour as Tails, despite being helpful most of the time, sometimes picks you up when you don't want to be or even nicks the air bubble that you urgently need when under water!

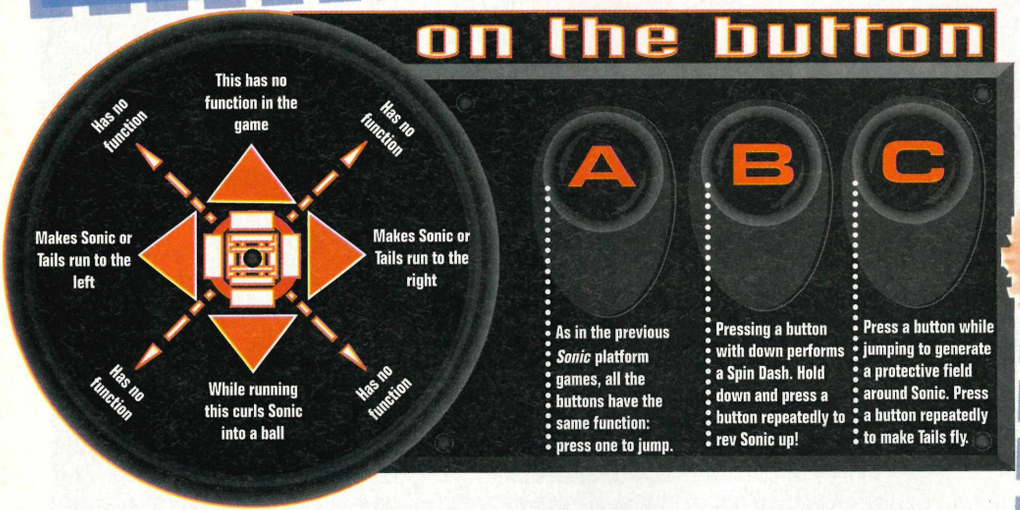
All the same, there is no way in the world that this game is worth 60 quid. Despite its size, accomplished gamesplayers will probably complete it in a matter of days. The two-player race mode adds some value, but it's so simple I can't seeing anybody playing it for very long. With the price of games getting ever higher, I reckon the end might be nigh for 'disposable' one-player games that you complete and never play again. If a cart as slick and playable as Sonic 3 can't justify its price tag, pretty soon the only games worth buying will be multiplayer ones that you can play time and time again for months on end, such as FIFA International Soccer, Street Fighter II and Mean Bean Machine.

PHIL

OVERALL % 92

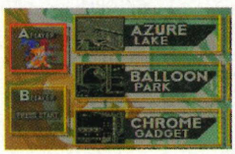
...it is very difficult to fault this game on anything other than its price

on the button

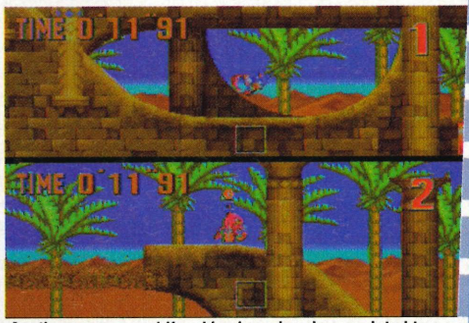


TWICE THE FUN

As well as the challenge of the one-player game, *Sonic 3* has a great two-player racing bonus game. Here, you and a friend can race along split-screen courses, using Sonic, Tails or even the bad guy, Knuckles. You can also have a five-race grand prix series.



Hurrah! The top player, using Sonic, just pips Knuckles to the post to complete five laps and win the race. Each of the five courses on offer has plenty of loops to zoom round and you can easily get stuck in certain places.



Another course, and Knuckles has already completed two laps, as indicated by the large number on the top-right of the bottom view. As you can see by the clock, these supersonic races are over very quickly.

I can say without any reservation that this is definitely the best of the Sonic games to date, don't let any mag tell you otherwise. Unfortunately, it is also the most overpriced cart Sega have ever produced. Steaming onto the shelves at a piggy-bank-breaking price of £59.99, this is the most classic example of Sega's market exploitation to date. It's a good job our rating system is based on the game quality rather than value for money otherwise this cart would certainly be receiving a much, much lower percentage.

Apart from the inflated sale price, Sonic 3 is the first of the spiky hero's adventures that I actually felt compelled to play for any length of time. The game now has so many features, secret rooms, bonus stages and useful pick-ups that it is almost impossible to get bored. The action is fast and furious, the graphics reliably impressive and the sound crisp and cheery. There is also the introduction of a new adversary for Sonic, Knuckles the echidna, a long, long way from its home in New Guinea. He's a feisty fellow who taunts Sega's favourite son at every opportunity he gets.

The two-player mode has been greatly improved from Sonic 2, and whilst the sprites are now very small, at least they are not squashed up and are a lot easier to control. You can choose between three different types of racing in these sections, based on time, one race or a series of five races.

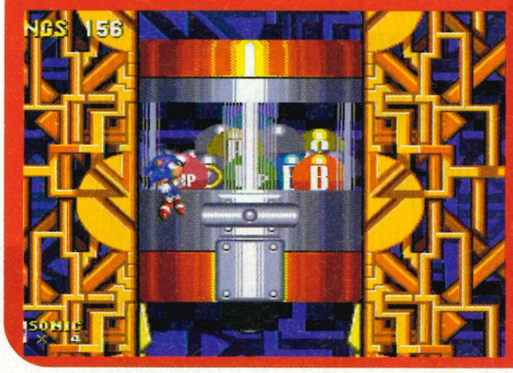
All in all, Sonic 3 is the biggest and best Sonic adventure yet. Apart from maybe being a tad too easy still, it is very difficult to fault this game on anything other than its price. Normally I'd tell you to rush out and buy this cart the minute it hits the shelf, but I wouldn't encourage anybody to spend that kind of money on a game that you'll complete easily inside a week.

DAVE

This map shows Sonic racing round the first few screens of Zone 1, Angel Island. Each Act is three times bigger than in *Sonic 2* so there's a hell of a long way to go before you reach a restart point. Collect 50 rings along the way and you can enter the bonus stage.

BONUS STAGE

If Sonic collects 50 rings in an act and hits a restart signpost, he's transported inside a huge gumball machine. Bouncing up from the springs at the bottom and ricocheting between the bumpers lining the machine's walls, Sonic's aim is to hit the handle at the top to cause a power-up gumball to drop. It gets trickier as time goes on as the bottom springs disappear and the side bumpers retract on contact. As the machine is resting on these bumpers, it gradually gets lower, giving you less room to manoeuvre. So you've got to collect as many goodies before you fall off the bottom of the screen.



1-Up
Well I never, this yummy gumball gives Sonic a much-needed extra life.

Bumper Gumball
Sonic can jump onto these as they fall, using them as bumpers to bounce back up.

Clear Gumball
These transparent balls have absolutely no effect whatsoever, either good or bad.

Spring Barrier
Collect one of these and the springs at the bottom of the screen reappear.

Barrier Shield
Sonic gets the protection of a random type of shield when he picks up one of these.

Super Ring
Every time Sonic grabs one of these, he wins another ten rings for the trouble.

Well, firstly let me tell you that Sonic 3 is one blinder of a game. Personally I think it's better than Sonic 2, but lacks the originality of Sonic 1. Getting that point out of the way leads me onto my second: the price! How Sega can justify charging 60 quid beats me. This does seem to be the policy that they're taking with quality games these days – is it any wonder they're being investigated by the monopolies commission?

The price is the only massive letdown in this otherwise superb game. In possibly his last adventure, we see Sonic undertake huge acts in order to retrieve the Chaos Emeralds, and save the floating Island from the hands of Dr Robotnik. As well as the usual great platform playability, there are new shields, enemies and not one but two bonus stages. I do think this is an excellent game, but I believe reasonable gamesplayers will be able to finish it in a day – and at 60 quid, that's an expensive day out.

STEVE

SPECIAL STAGE

Unlike his previous adventures, Sonic doesn't have to collect a hundred rings to enter the special stage. Instead he just has to find the elusive huge gold ring in every level – usually hidden in a secret room accessed by spin-attacking a wall.

Jumping into the large ring, Sonic enters a strange 3-D section that looks like the surface of a huge ball. Viewing Sonic and Tails from just behind, you have to guide them around to collect all the blue spheres to win the Chaos Emerald.

The fly in the ointment is that there are also plenty of nasty red spheres. Running into one of these warps you straight out of the special stage, so avoid them at all costs – in an emergency you may have to jump over them. Red and white spheres cause added complications, acting like pinball bumpers to bounce Sonic and Tails into danger.

However, some of the blue spheres are arranged in rectangles. If you collect the perimeter of one of these, all the spheres turn to gold rings. Grab enough of these and you earn an extra continue.

MP FINAL VERDICT

"This is probably Sonic's most accomplished platform adventure yet, with neat new features and huge levels offering an enjoyable challenge. But is this 16Mbit cart really worth a whopping 60 quid? We really don't think so."

SWAP YOUR GAME IN MINUTES

EXCLUSIVE TO MEGA DRIVE OWNERS

Fed up with sending your games to swap companies only to wait weeks or months for your chosen game to arrive - or worse still, receive nothing?

THEN TRY THE MEGA SWAP LINE !!

We have hundreds of Mega Drive games ready to swap TODAY !!

Simply Ring **0891 - 501080** to hear today's swaps. When you hear one you want, reserve it, and it's yours! Send in your exchange game and payment of £5.00 and we'll send your chosen game by return post - 1st Class!!

MEGA SWAP LINE 0891 501080

DON'T DELAY, RESERVE THE GAME OF YOUR CHOICE

These are just a few of what's on offer

FIFA INT. SOCCER
ALADDIN
ETERNAL CHAMPIONS
MORTAL KOMBAT
PGA TOUR GOLF II
JUNGLE STRIKE
COOL SPOT
FLASHBACK
MICROMACHINES
SENSIBLE SOCCER
ZOMBIES
ROBOCOP V TERMINATOR
SONIC SPINBALL
LANDSTALKER

GUARANTEE - We promise to send your chosen game by 1st Class post on the same day we receive your exchange game and payment - or your money back!!

Postal orders/Cheques for £5 payable to "MEGA SWAP LINE". Send to: 33-35 Taylor Road, Kings Heath, Birmingham, B13 0PG.

Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible costs of call £3.60. Mega Drive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.

WE HAVE HUNDREDS OF THE LATEST

SEGA AND SUPER NINTENDO GAMES

MANY AT REDUCED PRICES

(NEW AND USED) IN STOCK

ALL SYSTEMS SOFTWARE

•89 KING STREET, DUNDEE•
(0382) 204099
•34 VEW ROW, PERTH•
(0738) 440699
•UNIT 32, THE WELLGATE INSHOPS, DUNDEE•

THE LARGEST SELECTION OF GAMES IN TAYSIDE

The BECKFORD SYSTEM

• The **FIRST** interactive system for game console users. Use your telephone keypad to control the **BECKFORD Program.**
• Move around the system leave messages for other Beckford users, receive your own messages in your personal box.
• You want hints 'N' tips, Cheats 'N' Pokes for a certain game? Then leave a message in our suggestion box. Request a box to be set up for this thing, for that game, or you may have some hints, tips, cheats, pokes, you want to share with other users.
•Got a game to get rid of? Use our swap box to leave a message saying what you've got, and what you want, or listen to what swaps are already there. (All games for swapping should be sent to Plingo: PO Box 3757, London, SE13 5LJ, with a cheque or Postal Order payable to Plingo for £5. Also enclose your name, address, and Box No. for when your swap becomes available.)
• Listen to our indices to find out where things are, the indices are updated every time the system is changed.

- **Index Box 1000 for MegaDrive users.**
- **Index Box 1100 for SNES users.**
- **Index Box 1200 for Master Systems users.**
- **Index Box 1300 for NES users.**

Call now on 0891 516 496 to obtain your own personal box number and a have browse - it's easy.

Plingo, PO Box 3757, LONDON, SE13 5LJ

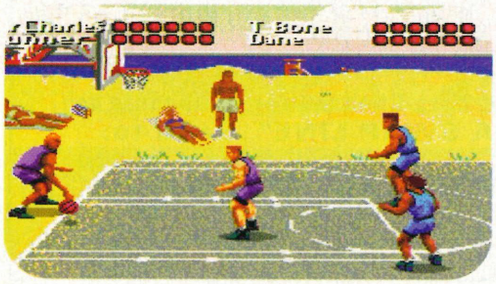
For full instructions on using Beckford send S.A.E. Calls cost 36p a min at "cheap rate" and 48p a min at all other times. Please get permission if you don't pay the bill. Max call charge £3.60.

REVIEW

BARKLEY-SHUT

At the rate Steve Bough's going he's going to need a new pair of Nikes, especially after spending hours on the basketball court with 'Sir' Charles Barkley.

The good ol' US of A. Where else but the home of basketball could this game possibly be set? Choose from eight different locations in which to play, from as far afield as Brooklyn to Sleepless in Seattle.



This happens every time the opposing team score. A good tip is when the ball is thrown to the other player, one man from the other team should charge him and steal the ball.

Barkley – Shut Up And Jam' is the official wording of Accolade's contribution to the world of basketball simulations. After last month's sneak preview, finally we get to look at the finished version and test it against stiff competition.

Barkley features just two players on each side, which I think makes the game more enjoyable. Accolade have tried to steer away from the format used in *NBA Jam*, but comparisons have to be made as the two games are quite similar.

In reference to the turbo, each quarter you are allocated new turbo but once it's used you don't get any more until the next quarter. Pushing another player over is totally legitimate as we see here, and is often your most effective weapon.

This game is different from the point that it's not played on an official court. Instead Accolade have gone for a real 'street' feel, with courts situated outside, in old warehouses and on the beach. Instead of top players from the NBA, the teams are made up of Barkley's neighbourhood buddies. Each street player has his own signature moves, as well as different attributes. These range from flying slams, reverses, 360° slams and rim hangs. Dunks are performed spectacularly according to the correct use of speed and take off from close range, as are the techniques such as passing and defending that you'll learn to master.

The games all take place in the United States, with locations as far afield as Brooklyn (the home of street basketball), Miami and Seattle. Games can be played in a number of ways. You can take your two-man team to compete in a series of matches. Playing around the States, the winner is the team with most consecutive wins. Then there's a Tournament mode where you try to beat the best street teams to finally face Charles's super-team in the arena.

As with *NBA Jam*, there are no referees, so anything goes. You can push the players off the ball, try and grab that all-important steal, and of course do anything you can to get that super dunk. Again this game allows up to four players with either the Sega Tap or EA 4 Way Play adaptor.

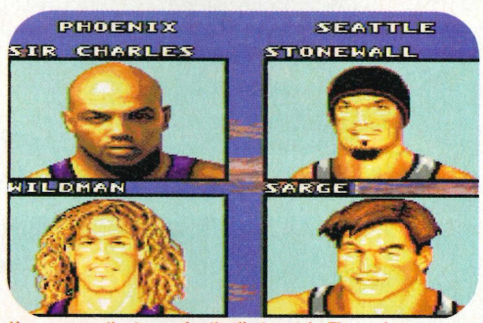
As with their recent *Pelé* footy sim, Accolade have again hit the market at a time when the competition is extremely tough. Barkley has to fight it out with the likes of *NBA Jam* – and that ain't easy.

This is Chicago, believe it or not. This match is taking place in an old warehouse, as is evident from the oil drums. The red dots are turbo power – don't use it all up at once.

What a shame. If this had come out a few months earlier it may have stood a chance, but placed alongside NBA Jam I'm afraid this game is going to need a pretty persuasive marketing campaign if it's going to make any impression.

I can't help feeling that somebody in Accolade needs a good boot up the backside. They keep producing these 'nearly' sports games. Pele had to compete against Fifa International Soccer, big name, bad game, bad timing. And now Barkley–Shut Up and Jam! has NBA to contend with. Big name, more bad timing? Maybe but no excuse for yet another sub–standard game. This is 'nearly' so good, but is hampered by so many niggly bugs and imperfections that the enjoyment is short–lived. The graphics are clumsy and unnatural, and the sound... well some decent FX would certainly add to the atmosphere. I mean, they've put in the gratuitous crowd cheering when you sink a basket, but I have to wonder why because there is never any crowd evident at the games. Despite some wonderful playing options and a compatibility with the EA and Sega 4–way taps, the game's overall lack of attention to detail means that once again an Accolade product will have to take a backseat to the competition.

DAVE



Here we see the teams for the first match. The main man Barkley is here playing alongside the Wildman. They take on the Seattle pussies in what should be an exciting match.

After each quarter, this picture will appear on your screen. It tells you who did what in that quarter. For example, who's scoring the most, or alternatively, who's not defending very well.

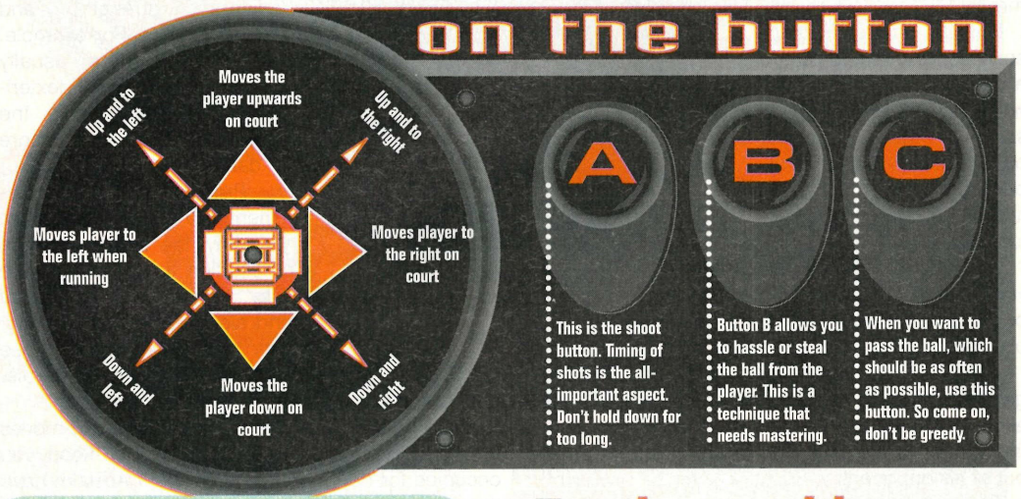
UP AND JAM

OVERALL %
72

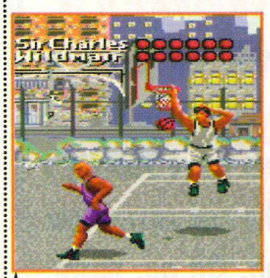
YeNBA Jam is very similar to Street Fighter II in so much that it's so good that everything else falls in its shadow. Barkley – Shut Up And Jam is a pleasant enough game. The action is enjoyable (though not enthralling) and there are the usual host of options to keep the punter happy. Unfortunately though, there are numerous downsides to this game. For example, the sprites are very badly defined. The scrolling is also terribly slow. When the ball is passed, a second passes before the screen catches up with the action – not good. The other main problem is that the game has no atmosphere whatsoever, and after playing NBA Jam for three weeks, the difference is all too evident. Barkley is a very average game, and when you consider you can buy NBA Jam for another fiver, there should really be no choice.

STEVE

on the button

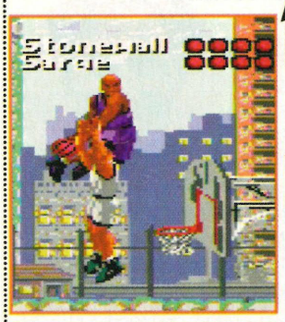


DUNKS

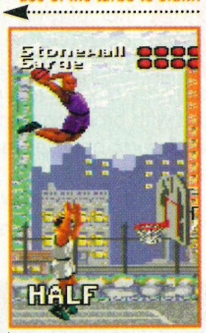


A straightforward 'slam it in' dunk, executed perfectly.

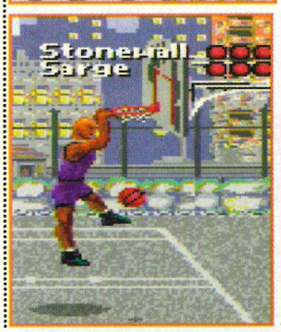
Leaping over the other guy and powering one in the basket, nice shot!



To the left we see again this geezer making good use of his turbo to slam.



Above, a completely massive dunk, done by using the turbo correctly.



Returning to the reliable dunk, as you don't get a super dunk everytime.

This is definitely what I'd call slack defending. Where the hell are they? If you want to win any games you need to defend your basket. Mark each man accordingly.

...hampered by so many niggly bugs and imperfections that the enjoyment is short-lived.

MP

FINAL VERDICT

"Barkley – Shut Up And Jam is a very average basketball game, let down sadly by poor sprites and dodgy scrolling. This game has about as much atmosphere as a mortuary. The only saving grace is the 'all right' gameplay."

REVIEW

RAGE IN T

HEADSHRINKER SAMU

For tonight's match, we give you a mud-wrestling extravaganza. In the blue corner we have Felicity Kendall and in the red corner we have Steve Bough. Oh no, more of Steve's sad wrestling fantasies...

After playing *Royal Rumble* until my fingers hurt so much I couldn't drink my tea, *Rage In The Cage* returned as a reminder of what real pain was. Acclaim, not content with producing one superb game this month, *NBA Jam*, bring an eager CD public a slammin' wrestlefest.

Now, if you've seen *Royal Rumble*, I can tell you right here and now that *Rage In The Cage* is very similar. The main differences are the addition of extra wrestlers including the world champ, Yokozuna, and of course some Full Motion Video. The FMV sequences are situated at the start of the game, and feature scenes from various WWF bouts. FMV also presents itself when you want to see any of the wrestlers' special moves. Apart from these differences, *Rage In The Cage* is virtually the same as *Royal Rumble* – no complaints from me.

Despite more storage space on the CD, there are a few variations on the wrestling bouts themselves. The two-player option remains the same, but there's more of a selection on how you actually want to wrestle...

One Fall is exactly that. All you have to do to win a bout is to pin down your opponent for a count of three.

The Brawl is a match without a referee: all illegal moves such as choking and gouging are allowed. There are no pins or disqualifications – the winner is the one who beats all the strength out of his opponent.

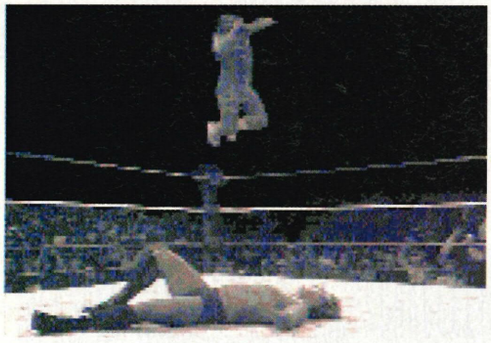
Tournament mode allows only one player to participate. Your designated wrestler must win 19 bouts to earn the coveted title of WWF champion.

Finally, the Steel Cage match features two wrestlers locked in a cage, wherein all moves are permitted. The victor is the one who escapes first by climbing the turnbuckle and going over the side – pointless!

Rage In The Cage is most definitely a hands-on experience. As with other combat games, the special moves become easier the more you play. It's worth noting that the 20 real wrestlers all have different strengths and weaknesses. For example, lighter wrestlers usually have a speed and dexterity advantage, while the heavier guys inflict more damage with their blows.

Practice is the key element to this game: the more you play, the better you get. Combination moves are a sure way to knock your opponent down, and alongside pulling off your special moves you always have those dirty tricks in reserve – though you can get disqualified in some bouts.

Rage In The Cage offers a wide variety of moves and wrestling contests all designed to keep you occupied for hours on end. Yet again Acclaim have come up with a catchy game that, apart from giving you some supreme wrestling action, gives you a damn good laugh. Nice one!



FMV sequences. On flicking through the wrestlers you can view their own special moves. Simply press A and you will see the move in glorious video, then you can do it yourself.

More FMV, appearing at the start of the game in the introduction sequence. Here we see Big Bam Bigelow crushing the head of his bemused opponent.

SPECIAL MOVES

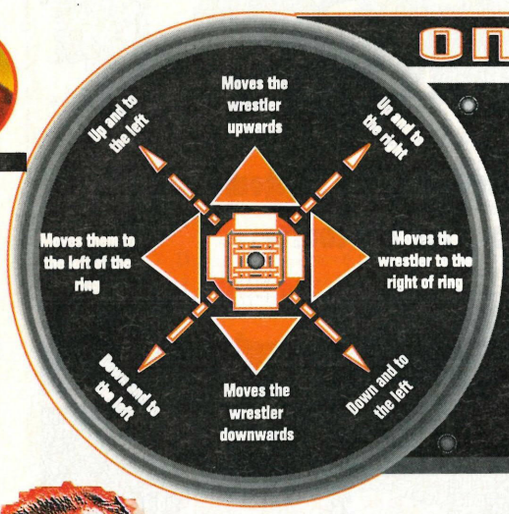
Each of the 20 WWF wrestlers has a favourite special move that can only be executed in certain situations. Here are just some of the ones you can try...

BAM BAM BIGELOW	Headbutt Off The Ropes	Climb the turnbuckle and press B+C button) when opponent is on the mat.
BIG BOSS MAN	Big Boss Slam	Win the grapple with B+C.
HEADSHRINKER FATU	Splash Off The Ropes	Climb turnbuckle and press B+C when opponent is on the mat.
KAMALA	Splash Off The Ropes	Walk to the feet of a fallen opponent and press B+C.
LEX LUGER	Running Forearm	Win the grapple with B+C.
NASTY BOY KNOBBS	Nasty Slam	Win the grapple with B+C.
SHAWN MICHAELS	Back Suplex	Walk behind a stunned opponent and press B+C.
TATANKA	Reverse Fallaway Slam	Bounce opponent off the ropes and press B+C when in range.
TED DIBIASE	Million Dollar Dream	Walk behind a stunned opponent and press B+C.
YOKOZUNA	Banzai Drop	While opponent is lying down, walk into either of the upper corners and press B+C.

HE CAGE

OVERALL %
84

on the button



Button A can punch a wrestler. It can also make you leap off a turnbuckle, and is required in special moves.

Button B will kick the other wrestler. It also delivers a flying elbowdrop. Bodyslam's and hip-tosses also use B.

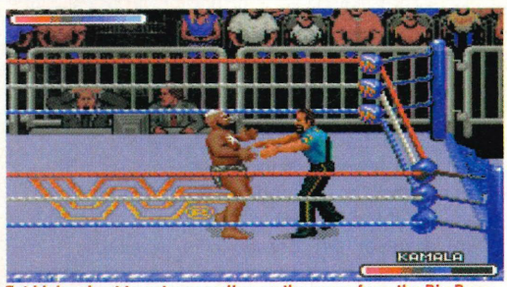
Button C delivers a head-butt to your hapless opponent. It also access special moves, and stomps or kneedrops.

It's obviously very similar to Royal Rumble, with a few pros and cons.

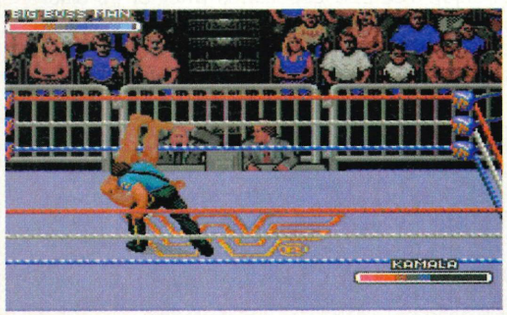
While I utterly loathe watching WWF wrestling on the TV due to the naff amateur dramatics and fixed bouts, I thoroughly enjoyed Rage In The Cage. I have to admit, the wrestlers' pre-match introductions and taunts are quite amusing – at least the first couple of times you hear them. But it's the head-butting, eye-gouging, drop-kicking wrestling action that I found really enjoyable.

It's obviously very similar to Royal Rumble, with a few pros and cons. On the downside, there's no tag-team option – one of my favourite bits in Royal Rumble as you can get your partner to hold the opponent on the ropes while you hit him! The biggest upper is that are now 20 wrestlers instead of 12, for more variety. The Steel Cage match is a bit of a dud as it's usually over far too quickly: as soon as one guy races for the corner and climbs out. On the whole though, Rage In the Cage is a highly entertaining game that puts the real WWF to shame.

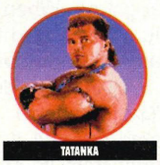
PHIL,



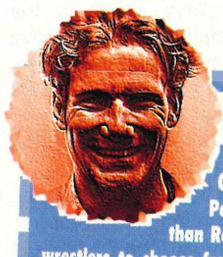
Fat bloke about to get a pounding on the ropes from the Big Boss Man. Use your special moves when your opponent is down.



Continuing the theme from above, we see how to execute a perfect hip-toss. Press B when the opponent is running at you.



TATANKA



I liked Royal Rumble, so I had a strong inclination that I'd like Rage In The Cage, and I certainly did. Personally I think it's better than Royal Rumble. There are more wrestlers to choose from, more variety of contests and excellent hilarious touches. The sampled-speech introduction of the wrestlers is one aspect that will have you chortling merrily as it's naff, but highly amusing – The Model is my personal favourite as he sounds like Elvis!

However, fighting in the steel cage appears to me to be totally pointless, as there's nothing to stop the other wrestler from leaving the ring the moment the bout starts. Apart from this criticism, Rage In The Cage is an excellent game that will keep you happy for ages. It's also five pounds cheaper than Royal Rumble on the Mega Drive – and that can't be bad.

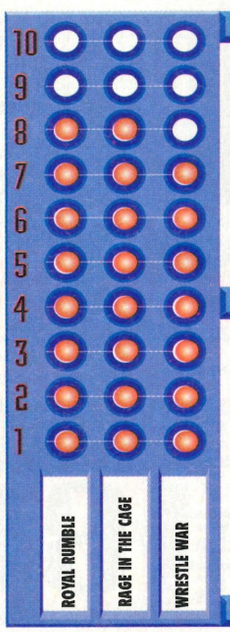
STEVE

MEGA POWER

MP

FINAL VERDICT

"If you own a Mega-CD and don't possess *Royal Rumble*, then this is a worthy purchase. Hours of fun are ensured, as well as some very stiff gameplay. The more you learn, the better the game. Pricey, yet worth it."



RAGE IN THE CAGE

ACCLAIM
£44.99
OUT APRIL

1–2 players | quick access | infinite continues | available in UK

GAMEPLAY	81
GRAPHICS	80
SOUND	81
ADDICTION	82

OVERALL %
84

INSTANT ACCESS

REVIEW

PGA EUROPEAN TOUR GOLF

MEGA POWER sent their one and only golfer onto the supreme courses of Europe to see if EA's latest golf sim is par for the course...

Golf games changed forever when *PGA Tour Golf* appeared on the Mega Drive. Unlike previous simulations it was fast and extremely simply to play, so immediately caught on. When *PGA Tour Golf II* was released, the critics hailed this as even better than the first game. So how could EA possibly improve on it?

Well they couldn't, at least in terms of gameplay. *PGA European Tour Golf* plays effectively the same as *PGA II*. All the techniques you will have learnt from its predecessor can be applied here. You remember... choose the correct club, check on the wind, and then hit that B button to try to stop the power on maximum before hitting the snap meter in the middle to avoid hook or slice.

Apart from slight graphical tweaks, the main difference is that the new version features European players as opposed to American ones. Look out for the likes of Sandy Lyle, Ian Woosnam and Seve Ballesteros – even if they look bugger all like their portraits when actually playing!

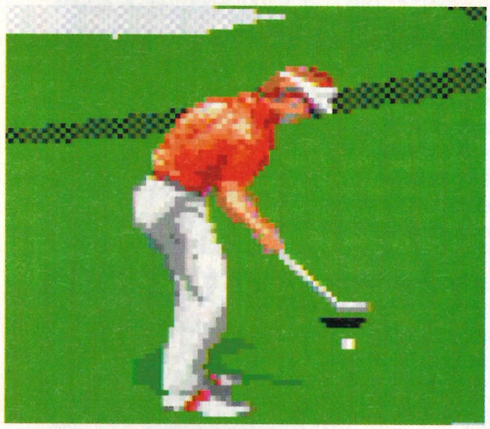
As you'd expect, the five courses on offer are all ones used on the real European tour. From England we have Wentworth, which is undoubtedly one of the finest courses in the world, and The Forest of Arden club deep in the heart of Warwickshire. The other three courses are Crans-Sur-Sierre in Switzerland, Le Golf National in Paris and Valderrama in Spain.

Further additions include weather reports. The weather, as any true golfer will know, plays a major part in any round. During the game you'll find that the ball doesn't travel so far due to the wind or rain, so you have to adjust your power accordingly.

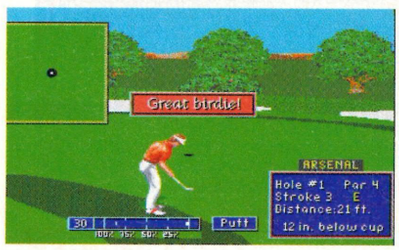
There's also two new modes of play. Match Play is much like Skins, but with a three-round knockout contest between eight players. The other new mode is Shoot-Out, where four players line up to play three holes. At each hole, the player with the highest score is eliminated. In the event of a tie, a one-shot tie-breaker is played: from a random position each player chips the ball as near to the flag as possible. Aside from this, all the old play options are still there, including tournament, skins and practice games between up to four players.

As with its predecessors, *PGA European Tour Golf* offers the most wonderful golfing gameplay. The beauty of the first two games was that you felt that you'd never get bored. This is exactly the same! With easy-to-use controls and five challenging new courses, it's a game that even non-golfers can enjoy. The only question is whether it's different enough from the previous two games to be worth an additional purchase – for ardent fans we'd say yes.

'Billyy' launching his shot out of the bunker. This game is being played in Match Play mode, where the victor is the player who's won the most holes. It's an eight-man knockout cup.



Gently tapping in a four-footer in order to salvage his par. The putting that you've undoubtedly mastered in *PGA Tour II* will apply to this game, so line up those putts and sink them in.



What a birdie! This 21ft putt has caused Arsenal to now drop to one under par, so he definitely looks in the running.

MP

FINAL VERDICT

"Superb golfing cart that suffers only from the fact that it is almost exactly the same as its predecessors. If you enjoyed the others then you'll enjoy this, but be warned: there is very little new on this cart apart from the courses."

GAME MASTERS

SEGA + NINTENDO DEALERS

New & Second hand

•Part exchange welcome on Sega & Nintendo hardware + software.

•Also in stock – American SNES hardware and software.

•We also stock Amiga CD 32, Jaguar 3DO and Amiga PD.

Tel: 031 – 533 3215

Open 7 Days • 10am-6:30pm • Sun: 11:30am-4:30pm
9 Albert Place, Leith Walk, Edinburgh, EH7 5HN

KNIGHT GAMES

PRICE SLASH

Whitburn Street
Bridgnorth,Shropshire
WV16 4QN
tel 0746 766 299
fax 0746 766 028

MEGADRIVE GAMES

Agassi Tennis	£19.99
Blades of Vengeance	£36.99
Carmens World	£40.99
Cliffhanger	£32.99
Cosmic Spacehead	£32.99
Crash Dummies	£32.99
Dr Robotinick MBM	£36.99
Dragons Revenge	£36.99
Dracula	£32.99
Dune	£32.99
EA Soccer	£36.99
F1	£40.99
F117A Night Storm	£36.99
Gauntlet 4	£36.99
Gods	£32.99
Greatest Heavy Weights	£49.99
Gunship	£32.99
Gunstar Heroes	£36.99
International Rugby	£32.99
Landstalker	£49.99
Lethal Enforcer	£54.99
Lotus 2	£36.99
Mig 29	£36.99
Mortal Kombat	£40.99
Mortal Kombat 2	call
Ottifant	£36.99
Pele	£32.99
Pink Panther	£36.99
Robocop vs Terminator	£40.99
Robo Cop 3	£32.99
Sensible Soccer	£32.99
Snake, Rattle & Roll	£36.99
Sonic Spinball	£38.99
Sonic 3	call
Turties Tournament Fighters	£40.99
Unnecessary Roughness	£32.99
Visionary	£36.99
Virtual Racing	call
Winter Racing	£40.99
WWF Royal Rumble	£40.99
Zombies	£34.99

Loads of Ex catalogue titles (new) also available at £19.99. Call for details.

MEGA CD GAMES

After Burner 3	£32.99
Beast 2	£40.99
Chuck Rock 2	£36.99
Dracula	£36.99
Final Fight	£32.99
Hook	£32.99
Jaguar XJ220	£36.99
Last Action Hero	£36.99
Lethal Enforcer	£45.99
Microcosm	£40.99
Night Trap 2	£40.99
Puggsy	£40.99
Sewer Shark	£36.99
Sonic CD	£36.99
Thunderhawk	£36.99
Wonderdog	£32.99

MEGADRIVE MULTIMEDIA - CALL FOR PRICE AND DETAILS

AMIGA CD 32

Dangerous Streets Pack £294.99
FMV Cartridge £189.99
ALL SOFTWARE 17.5% DISCOUNT ON RRP

Phillips CD1 210 £389.99
FMV Cartridge £147.99
ALL SOFTWARE 17.5% DISCOUNT ON RRP

ALL CD VIDEO TITLES 15% DISCOUNT

Matsumi CD Rom Drive £129.99
ALL SOFTWARE 17.5% DISCOUNT ON RRP

Shop prices may vary. All deliveries 1st class recorded. P&P add £1.50 for software, £5 for hardware.

PREMIER CLUB '94 STARTING SOON! THE ONLY CLUB THAT OFFERS YOU TRY BEFORE YOU BUY!

How it works:

1) Send in your application with your game choice.
2) Your choice is sent to you 1st class recorded post.
3) After 28 days you choose to:
a) Send back the game in A1 condition with your next game choice.
b) Buy the game at 17.5% discount off RRP & receive your next months choice.

THE COST

£25 annual membership fee plus £10 monthly admin charge on exchanges or £5 monthly admin charge on purchases. Available on all cartridge & CD formats call for details.

VISA •Games exchange available•

•100's at £5 – call now for details•

Shop open 10am - 5:30 pm Monday - Saturday
12pm - 4pm Sunday

Street Fighter II Figures £24.99

Street Fighter II Turbo Figures £24.99
(Twelve in a set)

Dragon Ball Z £29.99
(Six in a set)

The four NEW characters from **Super Streetfighter. £29.99**
(four in a set)

Other merchandise also available: pencil cases, books, model kits.

KAI-SYSTEMS, 39 Russell Close, Heckmondwike, West Yorkshire, WF16 9EG
Tel/Fax 0924 407919 ▪ Please make cheques payable to KAI - SYSTEMS

Unlimited Software
Tel: 0977 795828

MEGA DRIVE

ALADDIN	44.99
ALIENS 3	35.99
ANDRE AGASSI	39.99
ANOTHER WORLD	35.99
BACK TO THE FUTURE 3	33.99
BART'S NIGHTMARE	35.99
BATMAN RETURNS	35.99
BUBSY BOBCAT	35.99
DESERT STRIKE	35.99
EA HOCKEY	19.99
ECCO THE DOLPHIN	35.99
EVANDER HOLYFIELD BOXING	35.99
FATAL FURY	39.99
FIFA INTERNATIONAL SOCCER	44.99
FLASHBACK	39.99
FLINTSTONES	35.99
GEORGE FOREMAN'S BOXING	35.99
INDY 3	35.99
JAMES POND 2	35.99
JOHN MADDEN '93	35.99
JUNGLE STRIKE	39.99
JURASSIC PARK	39.99
KING OF MONSTERS	35.99
MICKEY MOUSE	35.99
MORTAL KOMBAT	43.99
MUTANT LEAGUE FOOTBALL	35.99
NBA ALL STAR CHALLENGE	35.99
OUTRUN 2019	35.99
PGA TOUR GOLF	35.99
RINGS OR POWER	19.99
ROAD RASH 2	35.99
ROBOCOP VS TERMINATOR	44.99
SENSIBLE SOCCER	39.99
SHINING FORCE	43.99
SIMPSONS	33.99
SONIC 2	35.99
SONIC SPINBALL	44.99
SPEEDBALL 2	30.99
STREETS OF RAGE 2	39.99
SUPER KICK OFF	39.99
TAZMANIA	35.99
TEENAGE MUTANT TURTLES	39.99
TERMINATOR 2	35.99
TINY TOONS	35.99
TURTLE TOURNAMENT	35.99
UNIVERSAL SOLDIER	19.99
ULTIMATE SOCCER	39.99
WWF WRESTLEMANIA	33.99
ZOOL	39.99

MASTER SYSTEM

ALIENS 3	28.99
ALTERED BEAST	14.99
ANDRE AGASSI	26.99
BATMAN RETURNS	26.99
BLACK BELT	12.99
CHASE HQ	26.99
CHUCK ROCK	14.99
CRASH DUMMIES	26.99
CYBER SHINOBI	14.99
DUCK TALES	26.99
G.P. RIDER	26.99
GEORGE FOREMAN BOXING	30.99
JAMES BOND 007	26.99
MARBLE MADNESS	14.99
MORTAL KOMBAT	34.99
POPULOUS	14.99
R-TYPE	14.99
SHINOBI	14.99
SONIC 2	26.99
SPEEDBALL 2	28.99
STARS WARS	26.99
STREETS OF RAGE	26.99
TAZMANIA	26.99
WWF STEEL CAGE CHAL	26.99

MEGA CD

AFTER BURNER 3	37.99
BLACK HOLE ASSAULT	37.99
FINAL FIGHT	37.99
JAGUAR XJ220	41.99
NIGHT TRAP	46.99
THUNDERHAWK	46.99
TIME GAL	37.99
WOLF CHILD	37.99

AMIGA

A- TRAIN	28.99
ABANDONED PLACES 2	28.99
ADAMS FAMILY	22.99
ALIEN 3	25.99
ALIEN BREED 2	23.99
ANCIENT ART OF WAR IN THE SKIES	28.99
ARCHER MACLEANS POOL	22.99
AMOUR GEDDON 2	25.99
BAT 2	28.99
BATTLE ISLE '93	22.99
BATTLE TOADS	22.99
BEAVERS	22.99
BLADES OF DESTINY	36.99
BODY BLOWS	23.99
BODY BLOW GALACTIC	23.99
CANNON FODDER	22.99
CAPTIVE 2	25.99
CHAOS ENGINE	22.99
CHUCK ROCK 2	22.99
COOL WORLD	22.99
CYBER RACE	37.99
CYBER PUNK	21.99
DAEMONSGATE	28.99
DESERT STRIKE	25.99
DOG FIGHT	28.99
DUNE 2	25.99
ELITE 2	28.99
EYE OF THE BEHOLDER 2	29.99
FIRE & ICE	22.99
FLASHBACK	25.99
GOAL	25.99
GOBLINS 2	25.99
GUNSHIP 2000	28.99
HARRIER ASSAULT	28.99
HIRED GUNS	25.99
HISTORY LINE 1914-1918	28.99
HERO QUEST 2	22.99
HOOK	22.99
HUMANS	25.99
IND JONES & FATE OF ATLANTIS	30.99
INNOCENT UNTIL GUILTY	25.99
INTERNATIONAL OPEN GOLF	22.99
ISHAR	25.99
ISHAR 2	25.99
JAGUAR XJ220	22.99
JIMMY WHITE SNOOKER	25.99
JURASSIC PARK	24.99
KGB	25.99
KRUSTYS FUN HOUSE	25.99
LEMMINGS 2	25.99
LIONHART	23.99
LITIL DIVIL	20.99
LOST VIKINGS	25.99
MAGIC POCKETS	22.99
MIGHT & MAGIC 3	29.99
MONOPOLY	23.99
MONKEY ISLAND 2	30.99
MORPH	22.99
NICK FALDO'S GOLF	28.99
NIPPON SAFES INC	25.99
NOVA 9	28.99
PALADIN 2	25.99
PATRICIAN	27.99
PINBALL DREAMS	22.99
PINBALL FANTASIES	25.99
POOLS OF DARKNESS	26.99
PREMIER MANAGER 2	21.99
PSYCHO'S SOCCER	25.99
PUTTY	22.99
RAGNAROK	25.99
REACH FOR THE SKIES	25.99
ROAD RASH	22.99
ROME AD '92	25.99
RYDER CUP	20.99
SABRE TEAM	22.99
SENSIBLE SOCCER 92/93	22.99
SILENT SERVICE 2	28.99
SIM CITY/POPULOUS	25.99
SIMPSONS	22.99
SLEEPWALKER	22.99
SPACECRUSADE & VOY BEYOND M/D	22.99
SPACE HULK	25.99
STREET FIGHTER 2	23.99
STRIKER	22.99
SOCCER KID	27.99
SUPER CAULDRON	22.99
SYNDICATE	28.99
TERMINATOR 2	22.99
TRANSARCTICA	23.99
TORNADO	28.99
TRODDLERS	22.99
TROLLS	22.99
TWILIGHT 2000	25.99
UNIVERSAL MONSTER	22.99
WAR IN THE GULF	25.99
WING COMMANDER	28.99
WORLD CHAMP ICE HOCKEY	22.99
WWF 2 EURO RAMPAGE	22.99
ZOOL	22.99
ZOOL 2	CALL
ALSO - NAPOLEONICS	28.99

AMIGA 1200

INTERNATIONAL OPEN GOLF	22.99
ISHAR	25.99
LETHAL WEAPON	22.99
NIGEL MANSELL WORLD CHAMP	25.99
ROBOCOD	22.99
SIM LIFE	28.99
TRANSARTICA	25.99
TROLLS	22.99
TWILIGHT 2000	28.99
ZOOL	22.99

MACHINE	ITEM	PRICE

NAME _____ P&P _____

ADDRESS _____

_____ TOTAL _____

Cheques made payable to Unlimited Software. Cheques need 7 days clearance. Any games with faults will be replaced. P&P £1.00 per item. No callers please.

24 BEECHWOOD AVE, PONTEFRACT, WEST YORKSHIRE. WF8 4ED

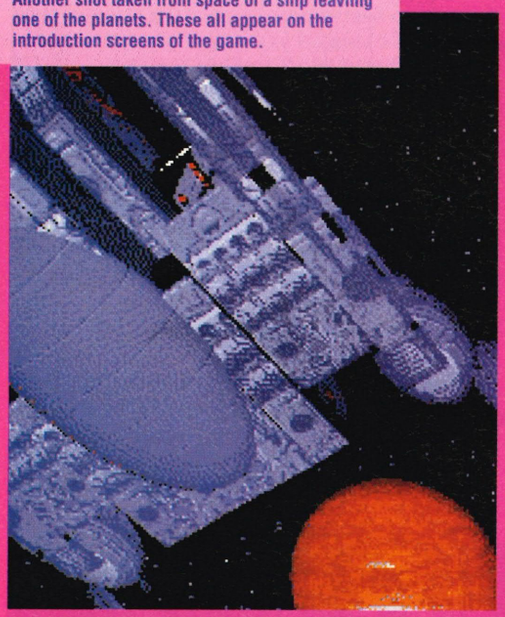
PREVIEW

BATTLECO

Not resting on their laurels after the huge success of Thunderhawk, Derby-based Core Design have been busy developing more megablastin' Mega-CD games, one of which is Battlecorps...

He's heating up. When you have spent too long walking across the lava, you'll start to receive a heat warning. When this happens you need to get out of there or else you'll blow up.

Another shot taken from space of a ship leavimg one of the planets. These all appear on the introduction screens of the game.



It seems that the programmers at Core are big fans of space deaths. Their other new CD project *Soulstar* (see page 44) is a straight space blaster, whereas *Battlecorps* is a more tactical shoot-'em-up set in space. Imagine, if you will, that you are the gun-jock of a two-legged, twin-cannoned Walker. You're also eight light years from earth, on one of the many mining moons of Mandlebrot's World. This world is completely surrounded by Insectar strike craft, which are piloted by biomorphs hell-bent on destruction.

If all that sounds like your cup of tea, then it looks as though you should enrol to join the Battlecorps. Throughout five moons your missions will be to search and destroy the Insectar strike craft that cause such a threat to future production, and of course stay in total control of your designated Bipedal Attack Machine (BAM). These Star Wars Walker-style craft each carry twin-cannons, which can be powered up throughout the game. Special weapons are also available to the BAMs, including mortars, flamethrowers and flash grenades.

A choice of three gun-jocks is on offer to the player at the start of the game, and this character is then kept throughout. Each has varying attributes, but no one person is superior to the others. For example, one might possess superb accuracy, whilst another has excellent navigational skills. As always, the choice is yours.

Over the moon

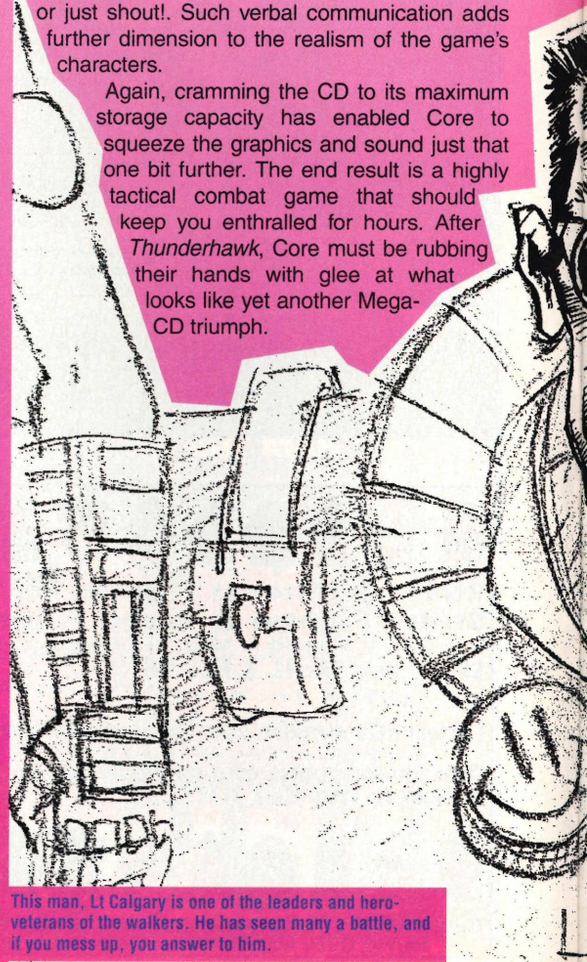
Viewing everything from the cockpit of the BAM, your general aim in each mission is to defend existing IMC installations while regaining those captured by Biomech. You also have a specific goal, such as destroying the installation machinery or tackling an end-of-mission boss.

Each mission environment features aliens and enemy vehicles on texture-mapped 3-D landscapes. The rotation capability is a full 360 degrees, and you can count on endless problems throughout each mission. The moons you'll visit all have different properties. Vegra is entirely devoid of life and consists of a few volcanic islands, the remainder being made up purely of liquid. On the opposite side of the coin, Cygni is the largest moon and could possible be classified as a planet, as its swampy surface is teeming with primitive life.

The tense atmosphere is enhanced by the obligatory thrash/heavy metal soundtrack, which is so popular in games of this genre. FMV sequences are also to be added – unfortunately we weren't able to see them as the game is only about 60% complete. However, they will include your Commander-in-Chief, Colonel Calgary, appearing as a hologram in your BAM to shout instructions – or just shout!. Such verbal communication adds further dimension to the realism of the game's characters.

Again, cramming the CD to its maximum storage capacity has enabled Core to squeeze the graphics and sound just that one bit further. The end result is a highly tactical combat game that should keep you enthralled for hours. After *Thunderhawk*, Core must be rubbing their hands with glee at what looks like yet another Mega-CD triumph.

Another warning, this time indicating that you are coming under rapid fire. From here you need to guide your walker to safer pastures.



This man, Lt Calgary is one of the leaders and hero-veterans of the walkers. He has seen many a battle, and if you mess up, you answer to him.

ORPS

THE STORY

The year is 2096, and light years from earth, corporate wars are raging. The weapons used are powered by turbo-breeder 'Super Fission' reactors. At the core of these reactors is an extraterrestrial mining element, Meridium. This was discovered by the Interplanetary Mining Corporation (IMC), but the wars began when the reactor installation was attacked and invaded by Intersectar craft from a rival company, Biomechanical Incorporated (Biomech).

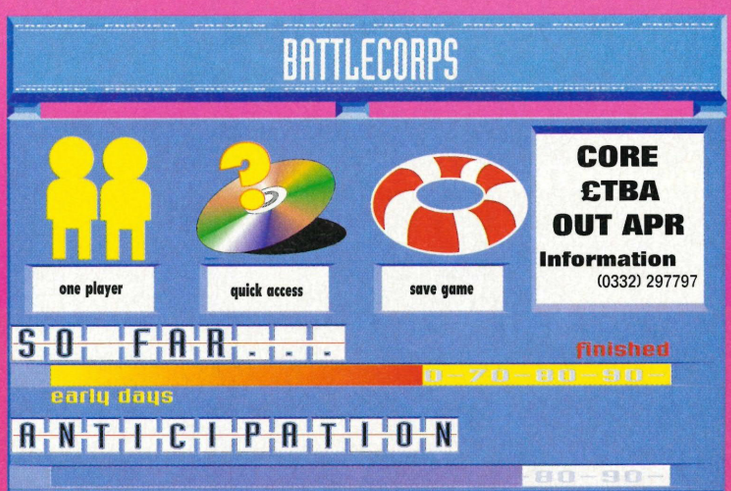
Assaults have been launched by Biomech on three mining moons containing the vital Meridium. To counter Biomech's aggression, the IMC set up a tactical defence squad called, aptly, the Battlecorps. These hardened veterans of previous corporate wars must take back the mining installations and restore peace to these once quietly productive moons.

Under water in the walker. As this is an unfinished level, there's not that much to see. However, we are informed that when it's finished, there will be enemies galore.

On land with the walker, this is the first level in the game, situated on one of the planets. The surface of this unwelcoming world comprises tons of lava and fire.

Back to the underwater scenes. The transition between land and sea is very different, as you might expect. The walker becomes slightly slower when submerged.

One of the shots of the planets surrounding this galaxy. There are many moons situated within the galaxy, many of which have potential mineral supplies. The objective is to stop rival corporations from destroying the moons, or taking them over for their own evil needs.



MEGA POWER

PREVIEW

SOULSTAR

Those stars at Core Design are determined to put heart and soul into their new Mega-CD games. Soulstar also has enough frenetic blasting to blow your mind...

Entering the spaceship... inside you find yourself in one hell of a battle. Still in its early stages, *Soulstar* promises to offer some very challenging gameplay, alongside top-quality graphics. The ship also morphs – what more could you want?

Within the heart of the ship. Your vehicle has now taken on a 'copter appearance, which is easier to manoeuvre in tight situations such as the one you're facing now.

Approaching the ship after hopefully ridding the screen of countless armies of space warriors – nasty little vermin.

Boom, boom, just keep firing as you take on the might of the ground troops. Skilful flying is required in order to avoid being blown apart from the crack shots on the ground.

Soulstar is a planetary system engulfing six planets, that throughout many millennia has remained peaceful. Of course this couldn't last, and a horror in the dreaded shape of the Myrkoids has arrived to seek the ultimate challenge. Travelling in huge fleets of ships, the Myrkoids have come to take the system. They are killers of worlds, descending upon star systems and sucking them dry, leaving in their wake empty husks drifting in space.

You play the part of the Cyro-Commandos, who have tracked the Myrkoids for centuries but have always been eluded... that is until now. In their quest for universal domination, the Myrkoids have finally come up against your star-fleet, and this is where the battle commences.

Soulstar features everything and more that you'd expect from a sophisticated space shoot-'em-up. Using the CD to its limits is certainly something that Core are very fond of. The programmers have been left to their own devices to tweak here, tweak there, in order to achieve maximum results from the machine.

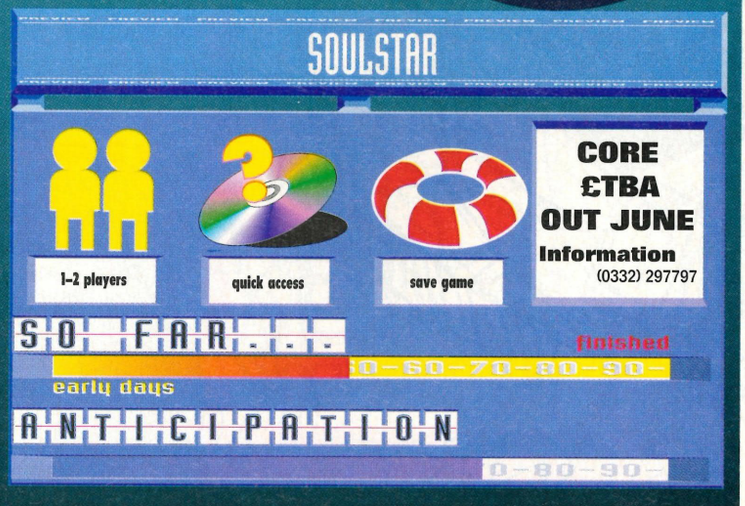
For the first time on the Mega-CD, all 64 colours have been used, so all the sprites featured use colour to its full potential. As in *Thunderhawk*, texture mapping has been used for incredibly detailed planetary terrain. The gameplay is completely continuous, so there's no interruption from the CD between stages – instead the player gets smooth-flowing action all the way.

Double the fun

One fine touch added to this game is an innovative two-player mode. It's different from the point that instead of being alternate, both players play at the same time. The first player pilots the vehicle, whilst the second fires special weapons and operates the power transference. This enables both players to share the interactive fun, and adds to increased tactical playing. Special weapons are a key element of the game. You start with a standard beam weapon, but from then on power-ups are made readily available. These come in the shape of smart bombs, large beam weapons and robotic assistance modules.

Another innovative feature of *Soulstar* is the Transformerstyle changing of your vehicle into three forms. There's an attack tank to drive across the hostile plains, a turbo-copter which you use within the innards of the Myrkoid warpship, and a spaceship called the strike craft. You'll witness your craft changing from one form to another on approach of the correct destination.

Finally, the game is made even more difficult with a choice of three difficulty settings and only nine lives (three per vehicle). With the FMV sequences yet to be added, *Soulstar* does promise to deliver exciting space shoot-'em-up action with a difference.



THE Games Exchange

The Original, the Best, the BIGGEST!!

SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE.
BEATS PAYING £40 OR MORE FOR A NEW ONE!!!

WE **DO NOT** CHARGE EXTRA FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES, **BUT WE DO DELIVER BY 1ST CLASS RECORDED POST!!**

WE CHARGE ONLY £6.00 (TOTAL) PER GAME EXCHANGED. WE CARRY A LARGE UP TO DATE STOCK OF GAMES, TOO MANY TO LIST OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL ABOVE 3000! MAKE YOUR CHOICES OF A SIMILAR MAGAZINE RATING AND VALUE AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OPPOSITE OR A SEPARATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON. GAMES ARE USUALLY DESPATCHED BY RETURN OF POST PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED. **WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES..**

MEGADRIVE, MEGA CD, MASTER SYSTEM, SUPER NES, NES, GAME GEAR, GAMEBOY,.

POST TO: The Games Exchange, 24 LANGTON CLOSE, HUCCLECOTE, GLOUCESTER, GL3 3AZ.
TEL: 0452 611550

NAME .....
ADDRESS .....
.....
SIGNATURE OF GUARDIAN
(IF UNDER 18) .....
1ST CHOICE .....
2ND CHOICE .....
3RD CHOICE .....
4TH CHOICE .....
GAME ENCLOSED .....
AMOUNT ENCLOSED £ .....

£6.00 (TOTAL)

PLEASE MAKE CHEQUES OR P.O.s PAYABLE TO
The Games Exchange

0656 740081 [TEL & FAX NO.] –6 DAYS– MON–SAT 10am – 10pm

GAMEX

0656 740081 [TEL & FAX NO.] –6 DAYS– MON–SAT 10am – 10pm

ELECTRONIC GAME SPECIALISTS

2 GALT 37.11	F117A NIGHTSTORM 37.11	LANDSTALKER 49.49	SHINOBI 3 ..... 37.11
ACCLAIMS WORLD SOCCER 32.99	F15 STRIKE EAGLE 2 ..... 37.11	LAST ACTION HERO 32.99	SNAKE, RATTLE & ROLL 37.11
ADDAMS FAMILY 32.99	FANTASTIC ADV DIZZY 32.99	LETHAL ENFORCERS 53.65	SONIC SPINBALL 38.76
ALADDIN 41.24	FATAL FURY 37.11	LOTUS 2 R.E.C.S. 37.11	SPIDERMAN VS X-MEN 32.99
ANDRE AGASSI TENNIS 37.11	FLASHBACK 37.11	MC DONALDS 37.11	STEEL TALONS 49.49
ASTERIX GREAT RESCUE 41.24	FLINTSTONES 32.99	MICRO MACHINES 28.06	STREET FIGHTER 2 ..... 49.49
BARD'S ARCADE 37.11	GAUNTLET 4 ..... 37.11	MIDNIGHT RESISTANCE 32.99	STREETS OF RAGE 2 ..... 37.11
BART'S KNIGHTMARE 32.99	GENERAL CHAOS 37.11	MIG 29 ..... 37.11	SURF NIJAS 24.74
BLADES OF VENGEANCE 37.11	GODS 32.99	MORTAL KOMBAT 41.24	SYLVESTER & TWEETIE 32.99
BRETT HULL HOCKEY 32.99	GOLDEN AXE 3 ..... 37.11	NBA ALLSTAR CHALLENGER .32.99	TECHNO CUP SOCCER 32.99
BUBSY BOBCAT 32.99	GUNSHIP 32.99	NFL QUARTERBACK CLUB 41.24	TEENAGE MUTANT HERO 41.24
CARMENS WORLD 41.24	GUNSTAR HEROES 37.11	NHL HOCKEY '94 ..... 37.11	TERMINATOR 2 JUDGEMENT .32.99
CASTLEMANIA 37.11	HARDBALL 3 ..... 32.99	OTTIFANT 37.11	TINY TOONS ADVENTURE 32.99
CHAMPIONS SOCCER 32.99	HARLEQUIN 32.99	OUTRUN 32.99	TRACER BANKER 32.99
CLIFF HANGER 32.99	HAUNTING 41.24	PELE 32.99	ULTIMATE SOCCER 37.11
COLLEGE FOOTBALL 37.11	HOLLOW WORLD 41.24	PGA TOUR GOLF 2 ..... 32.99	UNNECESSARY ROUGH 32.99
COOL SPOT 37.11	HOLYFIELD BOXING 32.99	PINK PANTHER 37.11	VIRTUAL PINBALL 37.11
COSMIC SPACEHEAD 32.99	HOME ALONE 2 ..... 37.11	POPULOUS 2 (TRIBE) 37.11	VISIONARY 37.11
CRASH DUMMIES 32.99	HOOK 32.99	PUGGSY 32.99	WIMBLEDON TENNIS 37.11
DAVIS CUP TENNIS 37.11	INTERNATIONAL RUGBY 32.99	PUYO PUYO 28.06	WINTER OLYMPICS SPEC 41.24
DESERT STRIKE 32.99	IT CAME FROM THE DESERT ..32.99	ROAD RASH 2 ..... 28.06	WIZ & LIZ 32.99
DINOSAURS FOR HIRE 32.99	JAMES POND 3 ..... 37.11	ROBO COP 3 ..... 32.99	WONDERBOY 3 ..... 41.24
DRACULA 32.99	JESTER 32.11	ROBO VS TERMINATOR 37.11	WWF ROYAL RUMBLE 41.24
DUNE 32.99	JOHN MADDEN 1994 ..... 37.11	ROCKET KNIGHT ADV 37.11	X-MEN 32.99
E.A. SOCCER (FIFA) 37.11	JUNGLE STRIKE 37.11	SENNA SUPER MONOCO 32.99	YOUNG INDIANA JONES 37.11
ECCO THE DOLPHIN 32.99	JURASSIC PARK 41.24	SENSIBLE SOCCER 32.99	ZOMBIES 32.99
FI 41.24	LAKER VS LAKERS 32.99	SHINING FORCE 41.24	ZOOL 32.99

(Above Megadrive prices are inclusive of VAT. Please add £2 per game. P&P - 1st class Rec.)
*High part exchange allowance on Megadrive games - possibly best deal offered anywhere.
*Budget Megadrive games from £16.99. Budget Master from £7.99. Budget Game Gear from £4.99
*Cheap used Megadrive games in stock - £5 per title exchange available.
*For more information on any system game, or to be sent lists, by 1st class post - please call.

MEGA CD - NINTENDO-COMMODORE - PC GAMES - CD ROM - PHILLIPS CD + CD32 - MACINTOSH +CD - MANGA VIDEO - ACTION REPLAY - JOYSTICKS/PADSS - ACCESSORIES
ALL ABOVE AND MORE AVAILABLE TO ORDER - SOON TO INCLUDE AUDIO + VIDEO TAPES, CD'S.
Please make cheques/PO's payable to GAMEX,
SEND TO GAMEX, PC BOX 57, MID GLAM. CF33 6YB

YOU COULD WIN!

A SEGA MEGA DRIVE OR £100 CASH TO SPEND AS YOU LIKE!

JUST ANSWER 3 EASY MULTI-CHOICE QUESTIONS!

0891 545531

CALLS COST 36p PER MIN CHEAP RATE AND 48p PER MIN AT OTHER TIMES. MAX. CALL COST £1.44. CALLERS UNDER 18 YEARS SHOULD ASK PERMISSION BEFORE MAKING THIS CALL. FOR A SET OF RULES AND WINNERS NAMES, SEND A S.A.E. TO CCB COMPETITIONS. THE RED HOUSE, WOODSTOCK ROAD, OXFORD OX2 8AE. CLOSES 28TH FEB 1994.

WANTED
ART EDITOR
Competitive salary

A highly experienced Art Editor is required for a new launch from Britain's most dynamic publisher of video games titles.
The successful applicant will be fully conversant with Quark XPress, Illustrator and Photoshop and will be able to demonstrate the ability to create ideas and produce astounding page layouts.
As expected, a competitive remuneration will be offered to the right person.

Paragon Publishing Ltd

Send your CV to:
Pat Kelly, Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF
or call on (0202) 299900.
All applications will be treated in the strictest of confidence.

MEGA SPORTS CLUB

£££'s £££'s

U.K. Champions Wanted

£££'s £££'s

J. Madden Football
FIFA International
PGA Golf II
&
NHLPA Hockey
Sensible Soccer
Davis Cup Tennis

£££'s Prize money and trophies **£££'s**

Competitions for the above and many more megadrive sports sims to be held throughout 1994.

NATIONAL COMPETITIONS TO BE HELD AT
LONDON STRATFORD BIRMINGHAM MANCHESTER

LOCAL CLUBS THROUGHOUT THE COUNTRY

NEXT NATIONAL COMPETITIONS

NHLPA HOCKEY

26th - 27th March at LONDON

JOHN MADDEN FOOTBALL

30th of April - 1st of May at BURMINGHAM

Tournaments sponsored by EA Sports.

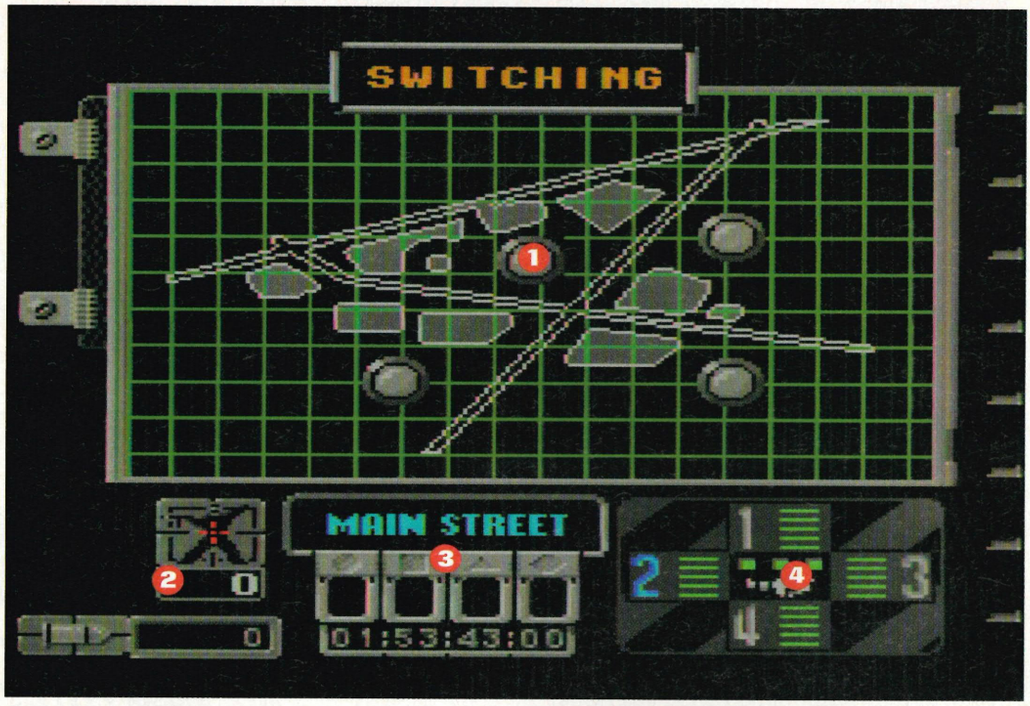
Club membership £20. Juniors (under 18) £10.
Sports software available to members at discount prices.
For more details:

TEL: 051 424 0659

or write to:
MEGA SPORTS CLUB, 10 Cronton Park Avenue, Widnes, Cheshire, WA8 9DJ

REVIEW

GROUND ZE



With the amount of shooting Steve Bough has had to do lately, we're surprised his trigger finger hasn't seized up. We sent him back into the firing line to lend a hand wasting the aliens down in good ol' Texas.

The story line of this two-disc Full Motion Video game focuses on a little town in deepest Texas: El Cadron has been overrun by violent, flesh-devouring aliens. Contrary to my belief that most aliens are only here to help us, these ones are hell-bent on destroying the town. The game is more in the shape of a motion picture, using proper actors (well, men in suits) and a director, Dwight H Little. Whoever this man might be, I'm certainly not aware of any other work of his.

Anyway, being rather clever, the aliens have the ability to adopt into human forms, so you're never quite sure who's alien and who's not. It's most important that the aliens are wiped out, as they are killing humans and storing the bodies in huge freezers in order to send them back to their planet for food. The *Ground Zero Texas* plot seems to be a cross between the *Phantasm* movie and *V* TV series (for those of you who remember).

You play a commando who's just joined a crack team whose aim is to destroy the aliens. Answering to the Commander-in-Chief Reece, a very unpleasant character, you are apparently the last hope for the town of El Cadron. Your main assistance is from five other agents scattered around the town, and a series of strategically placed cameras. The final straw is that if the operation is unsuccessful, a B2 is circling overhead, armed with a nuclear warhead.

Located in various areas of the town, your fellow agents offer advice on the whereabouts of the aliens, which comes in very handy if you want to avoid being shot to pieces. Following the routine set by *Night Trap*, you flick between cameras to locate the positions of the aliens. Sometimes they turn up in the FMV sequences, but often the scene switches to a static backdrop where the aliens pop up from behind the scenery.

You're armed with a photon-enhanced particle-beam disruptor, aimed at the aliens with an on-screen cross-hair. Each camera also has a shield to protect it from alien fire – this comes in useful when you're under attack in more than one location. A camera only has to receive ten hits before it's knocked out of action: lose two cameras and the infamous words 'game over' appear.

Without having the benefit of a light gun (one isn't included in the package), you have to be quick and accurate with the joypad to hit the aliens before they fire back. I recommend using a Mega Stick or a Power Clutch, as this gives more stability when firing. If you already own a Menacer or *Lethal Enforcers* light gun, the bad news is that neither of them works with *Ground Zero Texas*.

Flicking between the four camera locations, which change each time you complete a level, you'll need to be fully aware what exactly is going on at all times. After disposing of around 50 aliens in a location, the agent approaches the body of an alien and pulls a pendant from its neck. These pendants give you the number codes which enable access further into the game.

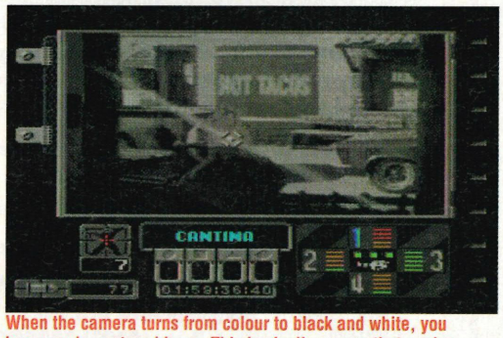
With the levels taking you between areas of the town, underground in the slate mines, and then returning to El Cadron to find it under full-scale alien attack, the game offers varied locations as well as stimulating gameplay. If it all sounds relatively easy, it isn't. On reaching level three you'll find that the aliens often appear in twos which makes them much harder to kill. There's also an arsenal lock which the aliens have protected by a four-figure code. You must discover the code and deactivate the arsenal lock before the whole town is blown sky high.

You also have to be careful where you fire your weapon. If you happen to shoot somebody who isn't an alien, you'll immediately return to Reece to get the telling-off of your life – game over.

Dramatic orchestral music complements the creepy atmosphere, as do the graphics which hold up very well throughout the whole game. Though its 'switching between cameras' gameplay is reminiscent of many other interactive FMV adventures, *Ground Zero Texas* at least has a very strong narrative to keep you engrossed.

1. The map itself. Keep your eyes peeled, as it's important to know what's happening and where. The map will indicate certain sections of the town and camera positions.
2. This box shows you how many aliens you have wasted, in this case none. But rest assured that figure will soon be in double figures, and you'll be a hero.
3. The four boxes contain nothing at present but they will. What you have to do is locate the four-figure code by collecting four coded pendants.
4. The four cameras. Whenever you see a number flashing red, get to that area real quick. This means that there's trouble going down, and you have to sort it out.

Ah, this is a tricky one. Because the computer is set on random, you won't be too sure who will shoot at you. So it's not always worth remembering who shot you last time. What a mouthful!



When the camera turns from colour to black and white, you know you've got problems. This basically means that you've taken too many hits from the aliens and your camera's bust.

RO TEXAS

OVERALL %

83

I can't help liking Ground Zero Texas. Shooting things is always quite fun and Ground Zero Texas is not only gripping, but also possesses a great amount of depth. It is quite easy to slag this game off after ten minutes' play, but the key to it is perseverance. The longer you stick with this, the more you realise that it's actually rather good. On returning to the game, you might think that it will play the same way. It won't. The FMV sequences vary each time you play, so different characters may turn out to be aliens.

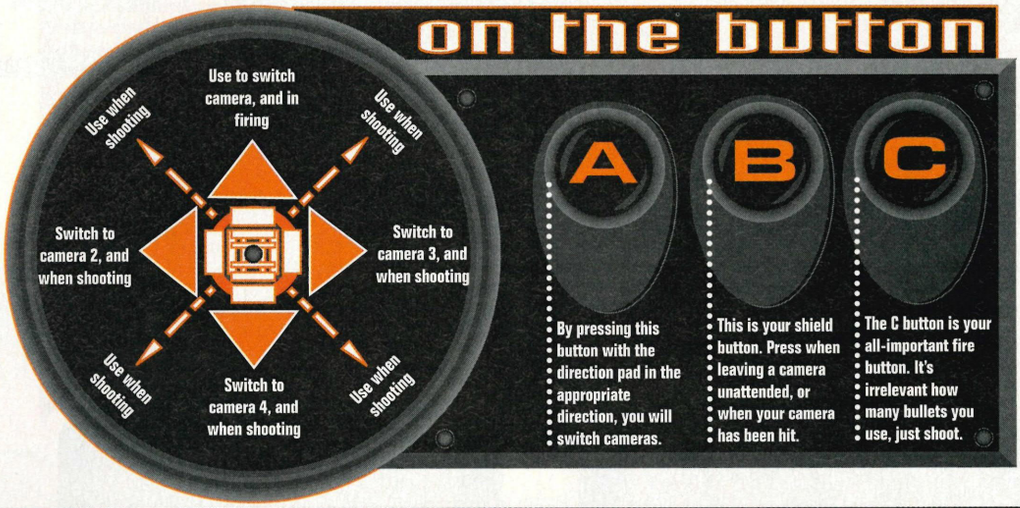
The graphics, as opposed to drivel seen in Mad Dog McCree, are very clear, and the music is always splendidly atmospheric. Frustration does tend to slip in, especially if you shoot the wrong person and it's instant 'game over', but you get infinite continues for the current level. Definitely better than Night Trap and Double Switch, this at least offers realistic interactive gaming. Even the CDs are attractive. A resounding thumbs-up from me.

STEVE

The FMV scenes are quite tense, as you're never sure who the alien's going to be.

Whatever you do, don't shoot this chap. If you do, and to be fair that's very probable in the heat of the moment, you'll face Reece who punches you in the face... game over.

on the button



For an FMV game, Ground Zero Texas is surprisingly playable. The shootouts are much like those in Mad Dog McCree, but less frustrating as you're not required to move the cursor at impossible speed to hit the targets. The video quality's also a whole lot better than that game and, unlike Double Switch, you don't have to flick between the cameras so much that you miss important bits of the story line. The well-directed FMV scenes are quite tense, as you're never sure who the alien's going to be until he or she pulls out a gun – it varies every time you play. You certainly have to be very alert to prevent your agents getting killed and solve the first section. After this, things get even creepier as the aliens drop their human disguises they look a bit like the 'creature from the black lagoon'!

It's all very atmospheric and quite engrossing but, like most FMV games, the video sequences do lose their novelty after you've seen them a few times. There's also a bit too much emphasis on the repetitive static-background shootouts: waiting for the umpteenth alien to pop his head up gets tiresome. It's still one of the better FMV games around, though.

PHIL

Part of your crack team of commandos. They will keep you informed when trouble is looming or already happening. Listen to them, it's important.

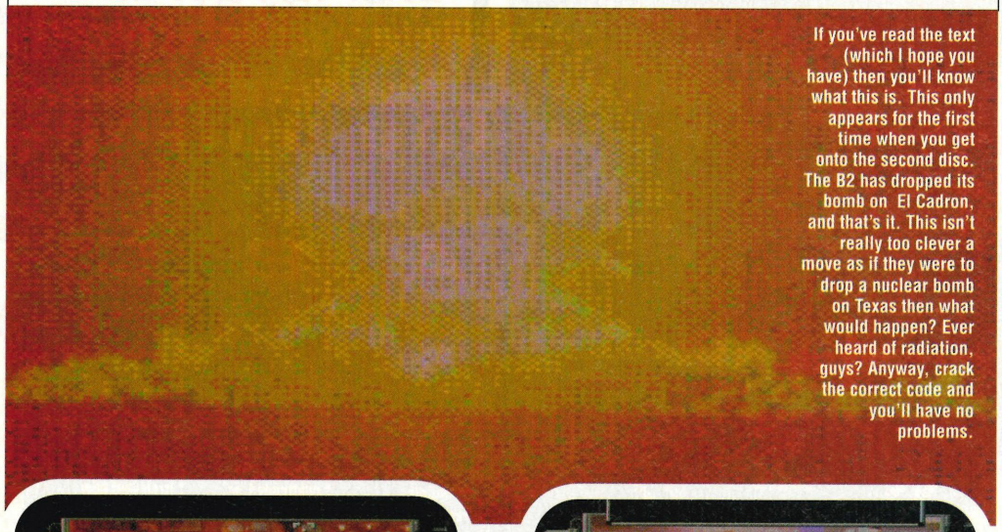
What a fox. This is agent Da Silva and she informs you at all times what is going down. Don't shoot her and make sure she doesn't get shot – you wouldn't want to lose her!

Don't shoot this babe. Again if you do, you'll get a massive telling-off from Reece. "I don't want you covering my back" he'll scream at you. What a jerk.

MEET REECE...

Well, to start off with, this guy is a psycho. He's a serious hard-nut who holds back no punches, especially at you. You'll see a series of expressions from this man, none of which are overly friendly, although as yet we haven't finished this game. Put it this way, if you don't waste aliens, be prepared for a bad beating.

ARMAGEDDON



If you've read the text (which I hope you have) then you'll know what this is. This only appears for the first time when you get onto the second disc. The B2 has dropped its bomb on El Cadron, and that's it. This isn't really too clever a move as if they were to drop a nuclear bomb on Texas then what would happen? Ever heard of radiation, guys? Anyway, crack the correct code and you'll have no problems.

This is taken from the later levels in the game. Once here, you'll not only have to contend with one alien, but often two. Sharp shooting is called for.

As the aliens march through the town in their masses, they hurl all manner of weaponry at you. You must get them before they get you.

What was all the fuss about? Press embargoes, heated phone calls... it seemed at one point as if Sony were guarding the crown jewels as we tried to get hold of this game. To be fair, this was probably due to their recent run of well-below-average releases and the desperate need to give this disc all the help it could get. Well it worked. Everyone is now curious about the game and its commercial success is fairly well ensured... providing people aren't too fussy.

Not fussy that this game would be best played with a light gun although one is not provided, nor is it compatible with existing guns.

Not fussy that whilst the FMV action is some of the clearest we have seen to date, the real action is very stunted and most of the early shootouts take place in cutaways to old barns or buildings where gratuitous characters pop their heads up to be shot. Not fussy that we seem to be seeing an awful lot of this kind of game appearing at the moment – and are maybe getting a little bored of them.

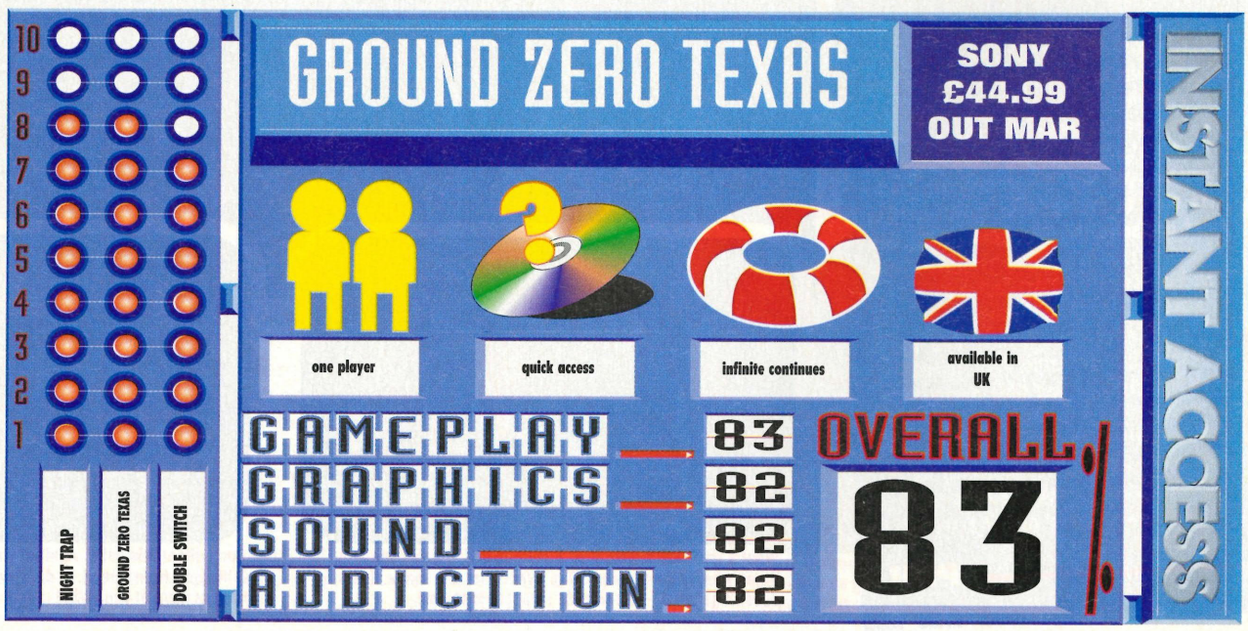
Ground Zero Texas is a well-executed FMV game that obviously attempts to piggy-back onto the console via the arcade success of interactive-movie sharpshooters like Mad Dog McCree and Space Pirates. Worth having for its novelty value maybe, but not a patch on the excellent Lethal Enforcers – still the only place where you can get a decent light gun.

DAVE

MP

FINAL VERDICT

"On first impressions you might think that *Ground Zero Texas* is very similar to *Night Trap* and *Double Switch*. It's not, it's much better. The game not only has a strong story, but also offers superb gameplay, and constantly changing scenes."



SEGA XS

GOES APE!

MEGA DRIVE
MEGA CD
MASTER SYSTEM
GAME GEAR

WE OPEN THE JUNGLE BOOK!

ALONG WITH FULL SOLUTIONS TO

ROBOCOP VS TERMINATOR
MICROCOSM
ASTERIX
THUNDERHAWK
SONIC SPINBALL
SILPHEED
GUNSTAR HEROES
F-117

Plus all the latest reviews and 30 pages of tips and cheats!

REVIEW

NHL HOCKE

After seeing the sheer grace of Torvill and Dean, Phil King was eager to put his skates on and go down the ice rink. Little did he know he was about to step into the middle of a bruising game of hockey...

Some cynics might describe this as 'shovelware', porting across the cart game and adding a few FMV sequences and speech to make use of the CD, but I think that would be a bit unfair. EA have obviously spent quite a lot of time and effort on the presentation. There are over 200 clips of real NHL action to watch, never mind that awesome intro sequence. Then there's old Ron Barr talking for yonks about the teams and player matchups – all great stuff for ice-hockey buffs. Okay, so it's a trifle disappointing that the only enhancement during play is a higher-quality soundtrack – it would've been nice to be rewarded with a video clip after scoring.

All the same, you can't really moan when the CD is £5 cheaper than the cartridge version. And the identical high-speed action is obviously just as playable – I can't see how they could have possibly improved it anyway. The one missing extra I would like to have seen is the ability to play a full regular season instead of just the playoffs.

PHIL

Following closely in the footsteps of *Bill Walsh College Football*, *NHL Hockey '94* is the latest EA Sports title to be converted to Mega-CD. As with *Walsh*, the CD enhancements are limited to slicker presentation and better sound FX – the gameplay is identical to the cartridge version.

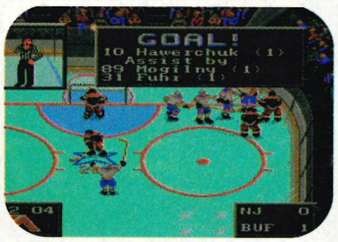
Most impressive is the inevitable Full Motion Video intro. This lengthy sequence cuts quickly between shots of the crowd going into a frenzy, the players walking through the tunnel out onto the ice, and dramatic hockey action as players get smashed into the rink wall and score spectacular goals. With decent full-screen video quality and accompanied by a thumping theme tune, it's certainly one of the best CD intros we've seen.

The other extra features include the option to see six NHL video clips of each team. As in the cart version, there are detailed team and player statistics for you to peruse, but before each match you also get Ron Barr giving a lengthy sampled-speech rundown on the teams and how they match up in every position. In fact, old Ron waffles on for ages – there must a hell of a lot of his speech on the CD.

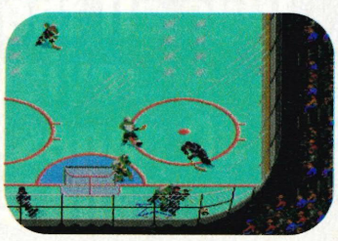
The extensive play options are the same as on the cartridge version. These include 4 Way Play compatibility for up to four human players, regular season games, playoffs and a one-on-one shootout competition. You can choose from any of the authentic NHL teams; alter the period length; and toggle automatic goalies, line changes and penalties on/off.

Out on the ice, you get the same fast-paced action of the *NHL Hockey '94* cart. Improvements over the previous EA hockey games include more polished sprite animation, better sound (higher quality on the CD – love those sampled organ tunes!), high flip passes and goal-minders who can come out from their nets to start quick counter-attacks. Overall, *NHL '94* is probably the most realistic game in EA's ice-hockey series. The only slightly unrealistic aspect is that there's no fighting – well, the NHL is trying to clean up its image.

Perhaps the best thing of all is that the CD version is actually a fiver cheaper than the cartridge. It's nice to see EA passing on some of the lower CD production costs to the consumer – let's hope Sega follow suit!



After a goal is scored the players all celebrate and the scorer and any assists are shown. Cor, don't these ice hockey players have funny names?



A defender sends the attacker crashing into the rink barrier, accompanied by a suitably crunching sound effect. Now this is what ice hockey's all about.

1. As in the previous Hockey games, this window shows the referee about to drop the puck at the face-off. The two players try and grab it by moving their sticks in and out.
2. The star indicates which player is under control. You always control the man in possession, but you can switch between players when defending.
3. The clock shows that there's 2 minutes 14 seconds left to play in the first period. You can alter the period length to up to 20 minutes – for total thumb-numbing realism.
4. A typically low-scoring NHL game, so far it's still nil-nil between Ottawa and Montreal. If the scores are level at the end of the third period, a sudden death period is played.

y '94

Well, we've seen this one before. EA have certainly cornered the market in ice-hockey games and this is just a straight port of the NHL '94 cart, probably the least acclaimed of the series, onto the Mega-CD. Oh yes, there's lots of Full Motion Video on the disc as well and it is full-screen too, but that's where the tweaking ends.

I'm not sure whether to go into the ins and outs of the gameplay as I think just about everybody knows how this game looks and plays. I will say that this version is neither faster nor slower than the others, so if you want an ice-hockey game and you've got a Mega-CD then this will almost certainly be your choice, especially as it's a fiver cheaper than the Mega Drive version.

The end.

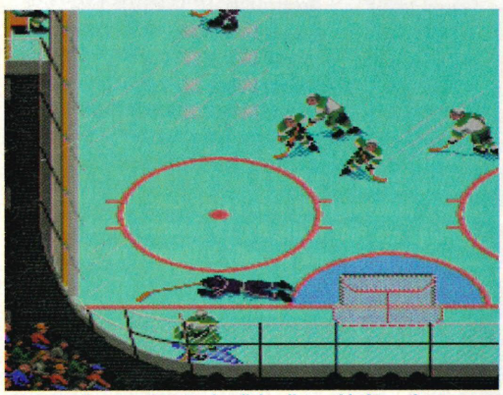
DAVE

OVERALL %

84

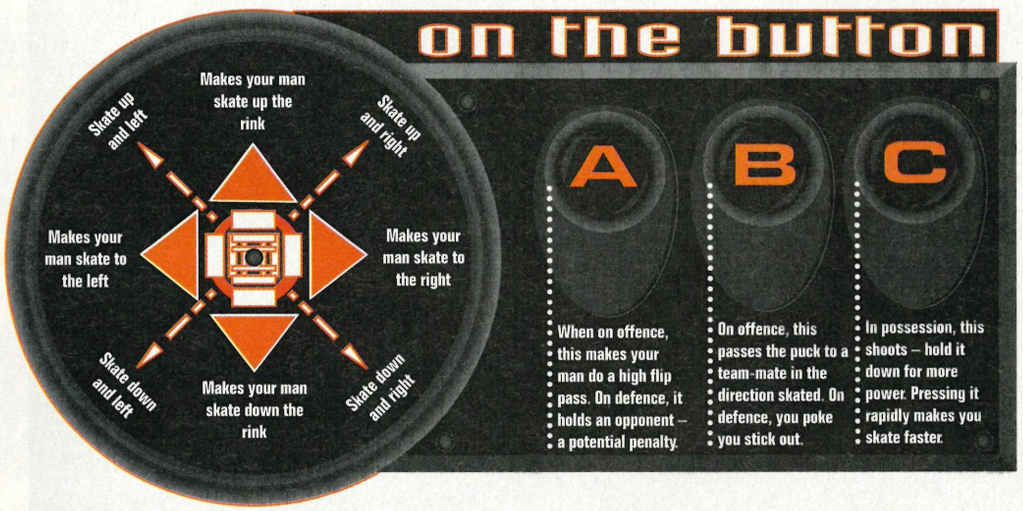
...if you want an ice-hockey game and you've got a Mega-CD then this will almost certainly be your choice

The blue team have just bundled the puck past the keeper into the net for a glorious goal. If you like, you can watch it again and again in the wonderful instant replay mode.



After sending one the attacker flying flat on his face, the green goalie has left his net to launch a quick counter attack. This is a dangerous tactic, though, so you've got to be careful.

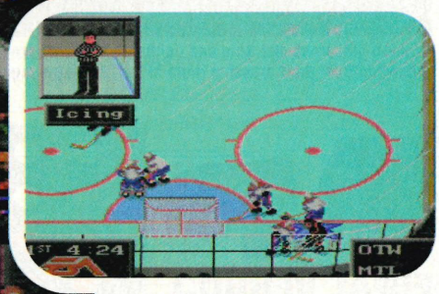
on the button



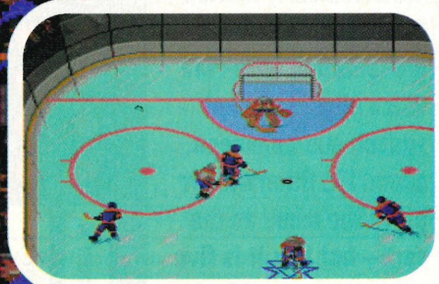
Mega POWER

Ouch! Checking your opponents into the barrier's one thing, but the ref draws the line at hitting them with your stick. It looks as if the white player's heading for the sin bin.

As in the cartridge version, there are detailed statistics for every single player in the game.

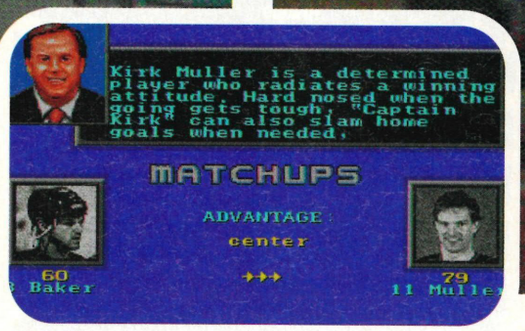


Sending the puck right down the other end of the rink results in a call of Icing and a face-off near your own goal.



It's one on one against the keeper. Now move to the right a bit and then try and blast it into the corner of the net.

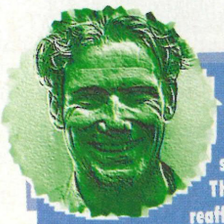
A clip from the spectacular FMV intro sequence shows the puck heading for goal in a real NHL match. Apart from this, the team video clips and improved sound, the game plays virtually identically to its cartridge counterpart.



Before every game, good ol' Ron Barr turns up to tell you all about the teams. His lengthy sampled speech even gives you details of the players and how they match up in each position. It goes on for absolutely ages!

Roll out the red carpet for those superstar NHL players to enter the rink. Yes, it's another nice scene from that impressive and varied introduction sequence, accompanied by TV-theme-style music for that authentic armchair sports atmosphere.

With all that cross-checking and fighting it's no surprise the players wear plenty of padding. Here come the Washington Capitals emerging from their dressing room in the FMV intro sequence. They sure look a mean bunch, don't they?



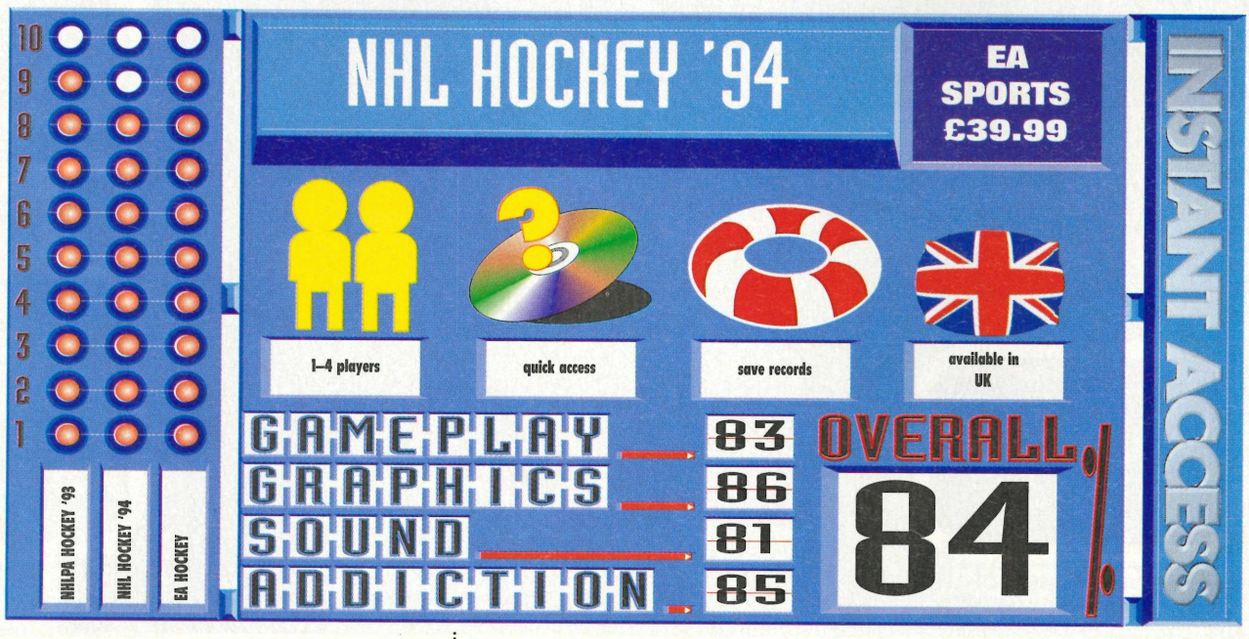
With the initial launch of EA Hockey way back in 1992, the console world was taken by storm at such a supreme game. The following year, NHLPA '93 reaffirmed Electronic Arts position at the top, with mass improvements on its predecessor. Now that 1994 is here we see EA's launch into the CD market with yet another refinement of ice hockey. Admittedly the plus points over NHL '94 on cartridge are that firstly it's £5 cheaper, which is a massive incentive, and secondly it features the old CD favourite, FMV.

Apart from these two points, the CD game is exactly the same as the cartridge version, which is a slight disappointment. Considering the storage space the CD can handle, you'd think EA could have added new features to an otherwise excellent game. Obviously, if you don't yet own NHL Hockey '94 I'd advise you to go for the CD version purely on price. But I do feel that more effort could have been made to make it that extra bit special.

STEVE

FINAL VERDICT

"The CD improvements are completely limited to snazzier presentation with FMV video clips, sampled speech and enhanced sound FX. Otherwise it plays the same as the cart – but hey, it is five quid cheaper, so that can't be bad!"



GAME WISE

SEGA SPECIALISTS

NO GIMMICKS NO MEMBERSHIP NO WORRIES

JUST FRIENDLY & EXPERIENCED SERVICE

•FOR MAIL ORDER,CALL US NOW: OUR STAFF WILL BE PLEASED TO HELP•

WIN ! WIN !

You could **WIN!** these fabulous prizes!

Mega Drive 2 + Streetfighter 2 Turbo

0839 405021

(Answer 6 questions + tiebraker, ends 30/05/94)

Amiga CD 32 INSTANT WIN!

6 questions + deciding game

0839 405022

Calls cost 36p per min (cheap), 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Sega + Amiga are all registered trademarks of their respective companies. We are neither related to or endorsed by them. For rules & winners names, please send a SAE, to Game Wise.

A LOOK AT WHAT'S ON OFFER

HARDWARE		MEGA CD	
Amiga 32 BH CD + 4 Games	£284.99	Afterburner	£34.99
Megadrive 2 + 3 Games	£134.99	Sherlock Holmes 2	£39.99
Mega CD 2+		Prince of Persia	£39.99
Road Avenger	£229.99	Terminator	£39.99
MEGADRIVE		Thunderhawk	£39.99
Aladdin	£44.99	**SECOND HAND GAMES**	
Muhamed Ali Boxing	£34.99	Busby	£25.00
Rocket Knight Adv.	£39.99	Cool Spot	£25.00
Sensible Soccer	£34.99	Fatal Fury	£15.00
Wiz 'N' Liz	£34.99	Tazmania	£15.00
		Streets Of Rage	£10.00

Many more titles available.

For free catalogue phone or send an A4 size S.A.E. Super Nintendo also available.

Also Amiga, Atari & most other PCs.

IF IT'S NOT LISTED ABOVE PLEASE PHONE AND ASK

GET SMART•GET WISE GET GAMEWISE

0708 526488

MAIL ORDER PHONELINES OPEN 24 hrs a day 7 days a week

107 Upminster Road, South Rainham, Essex RM13 9AA Opening Times 9am to 7pm

SAFE SERVICE

Sick of waiting weeks for your game to arrive from software houses?

WE WILL HAVE YOUR GAME ON YOUR DOORSTEP WITHIN 2 DAYS OF RECEIPT OF YOUR ORDER!

(With your parents authorisation.)

BUY - SELL - EXCHANGE

MegaDrive - CD-MasterSystem

SuperNES - GameGear - GameBoy

0463-221173

OVER 400 GAMES IN STOCK

Console Exchange
25 Greig Street
Inverness - IV3 5PX

BUY 2 GET FREE P&P

System Game

BUY 2 GET FREE P&P

TELESALES HOTLINE(0326) 565121
OPEN 9AM-9PM MON -SAT

NEW RELEASES MEGADRIVE

BRETT HULL	£33.99	LETHAL ENFORCERS	£54.99
CASTLEVANIA	£38.99	LOTUS 2 ULTIMATE	£38.99
CLIFFHANGER	£34.99	F117 NIGHT STORM	£38.99
DINO RIDER	£34.99	SPIDERMAN:ARCADE REV	£35.99
DRAGONS REVENGE	£38.99	TOE JAM & EARL 2	£43.99
DR ROBOTNIK MACHINE	£34.99	VISIONARY	£38.99
ETERNAL CHAMPIONS	£53.99	UNNECESSARY ROUGHNESS	£33.99
GREATEST HEAVYWEIGHTS	£45.99	WINTER OLYMPICS	£43.99
GUNSHIP	£38.99	YOUNG INDY	£38.99
INCREDIBLE CRASH DUMMIES	£36.99	ZOMBIES	£33.99

OTHER TITLES MEGADRIVE

ADDAMS FAMILY	£35.99	LOTUS TURBO CHALLENGE	£24.99
ALADDIN	£41.99	MEGA-LO-MANIA	£38.99
ASTERIX	£41.99	MICRO MACHINES	£30.99
BUBSY	£29.99	MORTAL KOMBAT	£39.99
BULLS VS LAKERS	£28.99	NHL HOCKEY 94	£38.99
CASTLE OF ILLUSION	£27.50	PGA TOUR GOLF 2	£34.99
CHUCK ROCK 2	£38.99	POPULOUS 2	£28.99
COOL SPOT	£34.99	RANGER X	£36.99
DAVIS CUP TENNIS	£38.99	ROBOCOP VS TERMINATOR	£43.99
DESERT STRIKE	£34.99	ROCKET KNIGHT	£38.99
DUNE	£33.99	SENSIBLE SOCCER	£33.99
E.A. (FIFA SOCCER)	£37.99	SONIC SPINBALL	£38.99
FLASHBACK	£38.99	STREETFIGHTER 2	£49.99
F15 STRIKE EAGLE 2	£38.99	TINY TOONS	£28.99
FORMULA 1	£42.50	ULTIMATE SOCCER	£38.99
HOOK	£34.99	UNIVERSAL SOLDIER	£16.99
JAMES POND 3	£38.99	VIRTUAL PINBALL	£38.99
JUNGLE STRIKE	£34.99	W.W.F ROYAL RUMBLE	£44.99
JURASSIC PARK	£40.99	ZOOL	£37.99
LAST ACTION HERO	£34.99		

CD TITLES

BATMAN RETURNS	£38.99	NIGHT TRAP	£43.99
DUNE	£35.49	ROAD AVENGER	£33.99
ECCO THE DOLPHIN	£35.49	SILPHEED	£38.99
FINAL FIGHT	£33.99	SONIC CD	£35.49
JAGUAR XJ220	£38.99	THUNDERHAWK	£35.49
LETHAL ENFORCERS	£46.99		

BUDGET TITLES MEGADRIVE

CRACK DOWN	£17.99	ANOTHER WORLD	£21.99
HELLFIRE	£17.99	BATTLETOADS	£21.99
SPIDERMAN	£17.99	CHAKAN	£21.99
SUPER HANG ON	£17.99	D.ROBINSON BASKETBALL	£21.99
ZERO WING	£17.99	DRAGONS FURY	£21.99
ATOMIC RUNNER	£19.49	JAMES POND 2	£21.99
BIO HAZARD BATTLE	£19.49	JOE MONTANA FOOTBALL 93	£21.99
BUCK ROGERS	£19.49	KID CHAMELEON	£21.99
CORPORATION	£19.49	LEMMINGS	£21.99
DECAP ATTACK	£19.49	NHLPA HOCKEY 93	£21.99
GHOULS N GHOSTS	£19.49	PHANTASY STAR	£21.99
JOHN MADDEN 92	£19.49	POWER MONGER	£21.99
MARBLE MADNESS	£19.49	ROAD RASH	£21.99
SONIC	£19.49	SUPER KICK OFF	£21.99
SPEEDBALL 2	£19.49	SWORD OF VERMILLION	£21.99
STREETS OF RAGE	£19.49	THUNDER FORCE 4	£21.99
TERMINATOR	£19.49	MIG 29	£25.49
THUNDER FORCE 2	£19.49	X-MEN	£25.49

NO MEMBERSHIP REQUIRED TO ORDER.

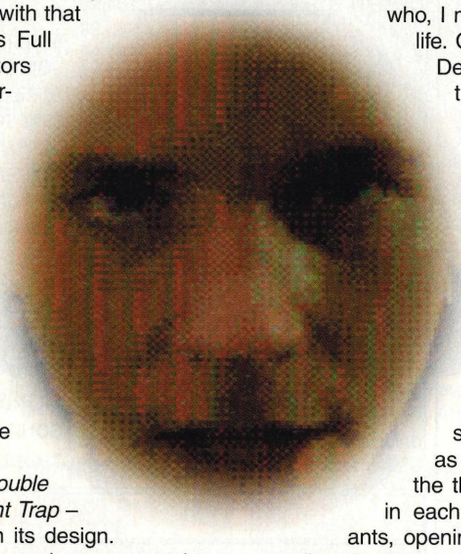
SEND ORDERS TO: SYSTEM GAME,11 Kestral Close, Shute Lane,Porthleven, Cornwall TR139DU. Please make cheques and postal orders payable to:SYSTEM GAMES. UK postage -please add £1 per game, 2 or more games free. £3.50-£5.00 per hardware item. ALL GAMES SUPPLIED SUBJECT TO AVAILABILITY. PRICES SUBJECT TO CHANGE WITHOUT NOTIFICATION. **PLEASE STATE MAGAZINE YOU'RE CALLING FROM.**

REVIEW

DOUBLE SWITCH

After returning from the battles in deepest Texas, Steve Bough was assigned his latest CD mission. This entailed rescuing loads of very foxy women, so you can just imagine Steve's delight.

Double Switch is the latest 'interactive movie' offering from Sega of America. It's been designed and developed by Digital Pictures, the folks who brought us *Ground Zero Texas*. As with that game, *Double Switch* uses Full Motion Video of real actors playing the roles of the characters in the game. Of course, FMV first came to the British public's attention with the release of *Night Trap* which caused a sensation in the tabloid newspapers due to its rather gory plot. In Britain the game received a '15' certificate from the BBFC, while in America it has recently been withdrawn from sale altogether.



To put it very bluntly, *Double Switch* is very close to *Night Trap* – not in terms of gore, but in its design. You have to trap the baddies, and save you and your allies. The same use of cameras apply, as does the endless stream of admittedly attractive women whom it is your job to rescue.

The game is set in the spooky dilapidated mansion known as The Edward Arms. The original owner, Lionel Atwater Edward III (how American) was a famous industrialist, who from all accounts was an extremely wealthy man. So much so that when he died, it was rumoured he'd left a fortune of treasure somewhere in the house: supposedly some of Egypt's finest statues of Pharaohs that had been presumed lost. The years passed on and various families lived in the mansion, neglecting it to such an extent that it was eventually turned into apartments. The house had lost all its character, and possibly the treasure… that is until Eddie came.

Eddie spent his childhood in the house and therefore knew the place inside out. He was brought up by eccentric parents, which explains his strange behaviour on screen. He wants to protect the house from burglars, who he thinks will try to break in and steal the treasure. As the burglars get smarter, so does Eddie, and he installs a high-tech security system. This is effectively a series of traps operated by computer codes. Some traps were designed to ward off intruders, others to punish, a few to eject unwanted or probing strangers.

The story begins with Eddie telling you that he's been locked in the basement. Obviously there are intruders in the house, but there are so many people there, you have to be aware of whom to trap and when. You meet several other characters, most of whom are either staying at the house or have some connection with it. You also encounter plenty of attractive ladies who, I must say, bring this game to life. One such is the now ageing Deborah Harry (Blondie from the Seventies), and an appearance from that up and coming star of The Lost Boys, Corey Haim.

Following the same theory as *Night Trap*, your objective is to collate the correct computer codes so that Eddie can escape from his basement prison and trap all the intruders in the house. It is a case of switching cameras as often as possible in order to catch the thieves in the traps installed in each room. Protecting the tenants, opening the security system and saving the treasure are the all-important elements in this game. And if you mess up you receive a massive telling-off from Eddie. How nice!

Flicking between various rooms in the house you'll see this guy in the basemnet. He is part of the house and doesn't cause you any problems concerning the enemy within.

Double Switch is following in the moulds set by games such as Night Trap and Ground Zero Texas. Using Full Motion Video and the old trick of switching cameras, Double Switch fails to stimulate to the desired extent. Okay, Night Trap was revolutionary, and brought a certain amount of media hype, but Double Switch is so close to this, that somehow you feel you've seen it all before. It does look very well produced, and incorporating 'stars' of the ilk as Corey Haim and Deborah Harry will undoubtedly attract punters. The main problem with this genre of game is that once you've worked out all the traps and code changes, will you ever want to play it again? I think not!

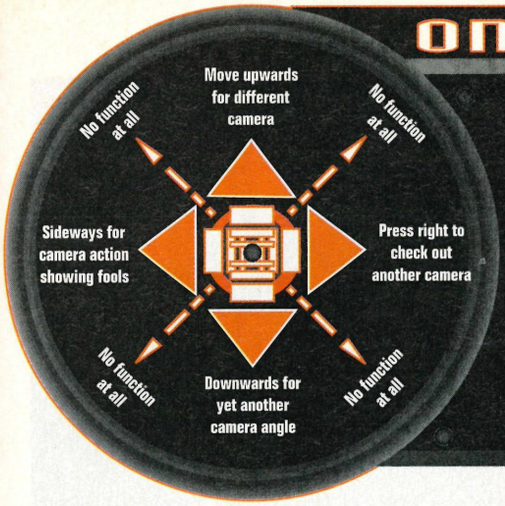
The FMV is impressive and gameplay is quite good, but I personally found myself rapidly losing interest after about two hours play. With CD games becoming more varied, I suggest you save your money for something better. Although good to look at, Double Switch is not much fun to play – you'd be better off renting.

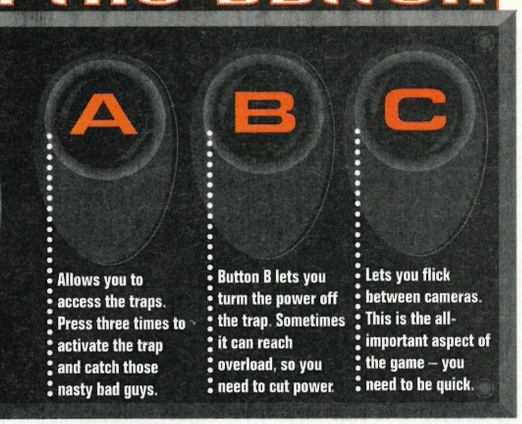
STEVE

1 This box indicates how many bad guys you've captured, also how many have escaped, or better still the possible combination number so that you can restore the system.

2 This meter indicates the correct time to activate the trap. The meter will read red. You'll also know by the picture which will show you when to press A.

on the button





Allows you to access the traps. Press three times to activate the trap and catch those nasty bad guys.

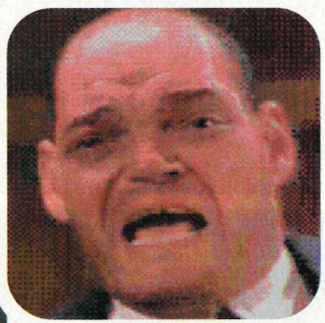
Button B lets you turn the power off the trap. Sometimes it can reach overload, so you need to cut power.

Lets you flick between cameras. This is the all-important aspect of the game – you need to be quick.

OVERALL %

71

As long as you make sure she's not captured you won't hear her piercing scream. Capture the intruder at the start of the game and save this ravishing beauty. Such a shame to waste good talent to some freaks.



Brutus who is a bit of a psycho. This guy lives in the house and doesn't cause too many problems – he's mad.

One of the bad guys in this game and the only place for these chaps is in the traps – best place for them, gits.

..after you've seen the same ropy movie clips six or seven times, frustration soon turns to boredom.

Here you see one of the many fools in this game falling into a trap. It's much the same as *Night Trap*, so make sure you press the button when they're stood in the correct spot.

There's been a flood of Full Motion Video games recently, and of varying quality. Compared to the likes of Ground Zero Texas and Prize Fighter, Double Switch doesn't come off too well. The Night Trap-style gameplay is simply a matter of switching between the cameras and activating the traps at precisely the right times. This entails a mad rush around the rooms to catch the villains in time as one mistake can be fatal – especially if they get to the storage-room powerbox. Unfortunately this means that you often miss seeing an interesting FMV sequence as you have to rush off to trap yet another intruder.

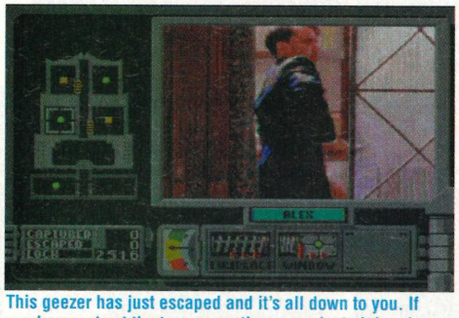
As with Night Trap it's mainly a case of knowing which room to be in at each time to stop the villains and collect the codes, with the story line taking a back seat for much of the time. And with little else to do, the repetitive trapping action gets tedious after a while. I was soon longing for the much more satisfying blasting and better structured design of Ground Zero Texas.

PHIL

3 These are the traps in each room. Sometimes there may be three traps in which case they will all be shown. The trap you activate will be shown by flashing bars.

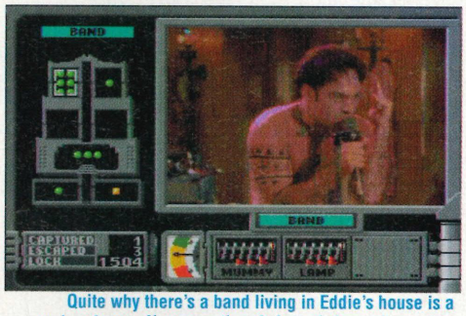
4 The yellow dots on the house maps show you where the intruders are located within the house. So when you see the dots, rush to the rooms and trap the suckers.

The Edward Arms were all the action takes place. After falling into the wrong hands this place became slowly dilapidated, and the treasure that was rumoured to be in the house was never found. That is until Eddie came. This whole game is based on his security system and the intruders that are stalking his house in search of the lost treasure. As one would expect it's all up to Eddie to save the day.

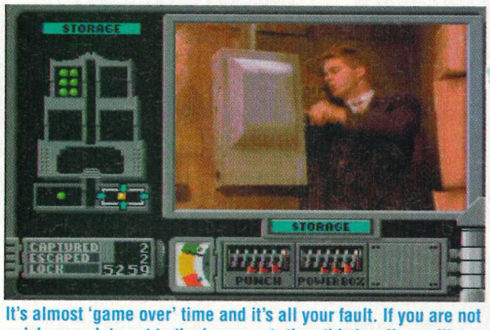


This geezer has just escaped and it's all down to you. If you have not set the trap correctly, or you just plain miss him, then your game is in serious jeopardy.

One of the many faces of Eddie. This picture appears when you have had the electricity cut off by a villain getting to the basement power box.



Quite why there's a band living in Eddie's house is a mystery to me. However, there's lots of shenanigans that happen in this room and it's up to you to stop it.



It's almost 'game over' time and it's all your fault. If you are not quick enough to get to the basement, then this hoodlum will switch off the power, causing your system to be deactivated.

Well, they're all starting to be a bit of a muchness these Mega-CD games really. Ooh look, lots of washed-up actors hamming it up on your monitor screen, what a thrill! Oh quick, press the button at just the right time... damn missed! What fun!

Yeah right, what fun?

All this full motion graphics stuff was very impressive... for five minutes, but it seems more and more obvious that it is being used as a thin veil to try and disguise the lack of gameplay evident on these discs. Don't be fooled, it is a very lazy way to make some quick money out of CD owners, and a poor attempt to further hide the fact that there are still very few decent products available for the machine.

That said, I found Double Switch fairly good fun and was spurred on by the frustration factor that had me going back for just one more attempt. Unfortunately, after you've seen the same ropy movie clips six or seven times, frustration soon turns to boredom and the only real pleasure comes from pressing the 'off' switch.

DAVE

MP

FINAL VERDICT

"*Double Switch* starts off really well, and your initial reaction will probably be one of delight. But be warned, this game is not all that it seems, as the action does become tedious. If you have *Night Trap*, don't bother with this as it's very similar."

10 9 8 7 6 5 4 3 2 1

GROUND ZERO TEXAS | DOUBLE SWITCH | NIGHT TRAP

DOUBLE SWITCH

SEGA
£TBA
OUT MAR

one player

quick access

save position

available in UK

GAMEPLAY 72
GRAPHICS 70
SOUND 64
ADDICTION 74

OVERALL 71%

INSTANT ACCESS

WANTED

EDITORS
ART EDITORS
DEPUTY EDITORS
PROD. EDITORS
DESIGNERS
STAFF WRITERS

for console gaming and lifestyle magazine publications

Publishers of Britain's finest video gaming magazines: SegaPro, Super Gamer, SegaXS, Mega Power and PC Power.

SEGA PRO · SEGA XS · SUPER GAMER · PC POWER · MEGA POWER

WE WANT YOU!

Due to our ongoing expansion programme, Paragon Publishing are in search of experienced magazine people to help us continue our phenomenal growth. If you have spent at least six months in any of the positions advertised, you may want to speak to us – let's face it, you have nothing to lose. We offer the most competitive salaries around, a relaxed and friendly working environment and important positions on some of the fastest-growing gaming titles on the newsstand.

WE WANT:
Top calibre and competent employees.

WE OFFER:

SALARY:	**£good**
POSITIONS:	**Responsible**
LOCATION:	**Bournemouth – unrivalled**

If you are interested in us, we are interested in you.
Send your CV to:
Pat Kelly, Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF
or call on (0202) 299900.

All applications will be treated in the strictest of confidence.

GAMES UNLIMITED

EXCHANGE YOUR MEGADRIVE GAME FOR ONLY £3.50!

+ £1.50 P+P

CONDITIONS OF EXCHANGES

YOUR GAME MUST BE IN GOOD WORKING ORDER, COMPLETE WITH HANDBOOK & CASE.

YOU CAN ONLY EXCHANGE YOUR GAME IN THE SAME ZONE!

WE ALSO STOCK NEW SEGA MEGADRIVE GAMES!

STOCK SUBJECT TO AVAILABILITY, PLEASE PHONE BEFORE SENDING IN ANY PAYMENT.
TEL. 091 377 3090
OPENING TIMES 12.00 UNTIL 8.00 PM 7 DAYS A WEEK!

ALL GAMES SENT RECORDED DELIVERY

POST TO GAMES UNLIMITED
3 SANDERSON STREET - CORNFORTH LANE.
COXHOE, COUNTY DURHAM, DH6 4DG.

NAME.....
ADDRESS .....
.....
.....POSTCODE .....
1ST CHOICE .....2ND CHOICE .....
3RD CHOICE.....4TH CHOICE .....

ENCLOSE A CHEQUE/POSTAL ORDER FOR £5.00
PAYABLE TO N. ARMSTRONG

REVIEW

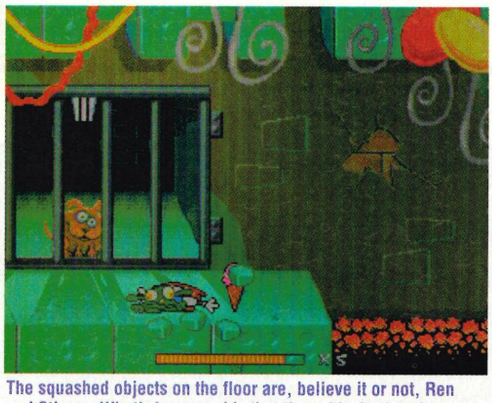
THE REN & STIMPY SHOW PRESENTS: STIMPY'S INVENTION

Being a huge fan of children's television, Steve Bough was delighted to find his favourite cartoon stars Ren and Stimpy making their debut on the Mega Drive.

Ren and Stimpy are two cartoon characters imported to us from the USA. Appearing initially on the Nickelodeon satellite channel, and now starring on BBC2, these two look set to establish themselves in British hearts. Their wacky adventures contain the type of surreal animated humour previously seen in Beavis and Butthead, and of course The Simpsons.

Ren is an irate Chihuahua, whilst Stimpy is a mongrel cat who somewhere along the line has developed his own insane style of humour. The two spend most of their time inventing things, and this time Stimpy has invented a machine, the Mutate-O-Matic, that can turn waste junk into their favourite foods. For example, the machine can produce the finest glazed ham, ice cream, even jars full of spit, their desired liquid diet.

The only problem with this invention is that it doesn't quite work. Whilst Stimpy was trying to produce a piece of glazed ham, the machine just exploded and bits from it flew all over the town. The objective in the game is thus to collect all the pieces of the Mutate-O-Matic and reassemble the machine. It all sounds easy enough but the problem is that the machine has caused the whole town to be twisted into crazed, diabolical enemies. Obviously you must rid

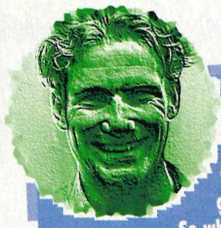


The squashed objects on the floor are, believe it or not, Ren and Stimpy. What's happened is that these blocks drop from the roof and land on their unsuspecting heads.

In the kitchen floor we see mutant snapping cabbage-heads all set to take a chunk out of the two heroes. It's not necessarily safe to stay on the work-tops above, though.

A few examples of the special moves. The digger is called for when you need to bash through floors.

Hopping along merrily on Stimpy's back is Ren. This move is required in the zoo to jump over hippos.

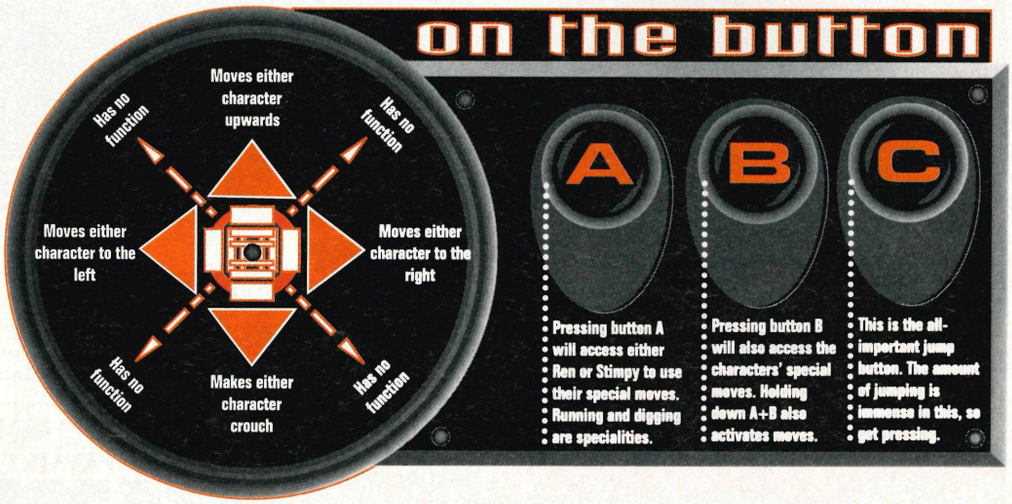


After reviewing ToeJam & Earl 2 recently, I found the same sort of instant colourful appeal in Ren & Stimpy. Being slightly psychedelic, and great fun, Ren & Stimpy has most things that you're looking for in a decent computer game. The graphics are excellent with some fantastic mutations, the flicking fingers and snapping giraffes springing instantly to mind. Even the sound is okay, and the colours give the game a wonderful warm feel.

So why does it only get an okay comment from me? Well, the reason is that the game is far too easy. It is a great shame that a cart of this calibre, featuring two up-and-coming megastars, can be finished in under an hour and a half on the first or second attempt. A game that you finish this quickly inevitably disappoints, especially if you've just spent a hard-earned 45 quid on it. Even with three difficulty settings, you'll still find this way too easy.

STEVE

on the button



the town of all these mutants and collect the debris of the machine which lies scattered throughout various areas.

The two heroes work best as a team, and when it comes time to use their special moves, which is nearly all the time, the pair need to be in close proximity. This enables them to perform all sorts of clever moves including Ren riding on Stimpy like a horse, using him as a jack hammer to dig, and even performing a Heimlich manoeuvre to make Stimpy cough up a fur-ball to kill baddies! Stimpy also gets to use Ren as a pole for vaulting, throw him like a boomerang, and spin Ren's head to form a sort of mini-helicopter. When the pals are separated, Ren attacks with a fly-swatter and Stimpy snaps a towel to bash the enemies.

Using these wacky abilities, you have to guide the heroes through the six strange areas of the town, each comprising several stages. In the Neighbourhood you tackle raging lawnmowers, dodge flamingos and smash gnashing cabbage heads in Mr Horse's kitchen. Moving onto the Zoo you encounter hungry hippos, snappy giraffes, and monkeys that sure know how to monkey about. After inflating yourself in the aviary, you'll need to glide to collect items and the all-important machine piece.

The City features spewing mail-boxes and spouting hydrants. Clotheslines and scaffolding need to be scaled to find the missing machine piece. You also find yourself on a bike and have to peddle and jump over cars and spikes. The Pound finds you up against red-hot coals, falling blocks, and greased pipes before you find yourself in the ring with two wrestlers, Lump and Loaf. You then go Outdoors to face eye trees, giant teeth, and flicky fingers. The final section finds you in the heart of the Mutate-O-Matic itself, where you need to avoid the electrical workings and eventually shut down the machine.

Collectable items are scattered throughout the game: some increase your energy while others give you point bonuses. With Ren and Stimpy looking set to become a hit on the TV screen, it will certainly be interesting to see the impact these two have in the world of consoles. One thing's for sure, their strange inventions won't stop.

It's a shame the game couldn't have been expanded to make the most of the many enjoyable gameplay innovations.

My main reservation about this highly entertaining platform game is that it's not that big – I doubt it'll keep experienced gamesplayers busy for long. Though the levels are very varied, constantly introducing new themes and play tactics, some of them are a bit on the short side. It's a shame the game couldn't have been expanded to make the most of the many enjoyable gameplay innovations. As it is, you often discover something new – like the bicycle section – only for it to end before you've really had the chance to appreciate it fully.

The two cartoon heroes simply ooze character as they perform many different and amusing manoeuvres: Ren using Stimpy as a bowling ball is just one chuckle-inducing sight. In one-player mode the other character simply follows you around, and it can be frustrating when they fall off a ledge and you have to wait for them to be transported back to your location. The game was obviously designed with two players in mind, and it's more fun played that way as you have to cooperate well to succeed.

Yes, Ren & Stimpy is a well-designed, very playable platform romp. If only the stages were that bit bigger, it would've have been a real classic.

PHIL

OVERALL %

60

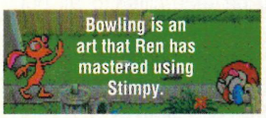
REN & STIMPY Items...

MONEY BAG
These money bags are scattered throughout the levels. On collection you don't get cash but a certain amount of points.

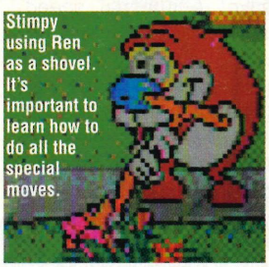
ALL TIME FAVE LP
This brings you oodles of points. Collect these, which are quite hard to find, and you'll get a massive points bonus.

GLAZED HAM
The glazed ham not only gives the chums a much-needed boost, it also adds a few extra points onto their total score, yummy.

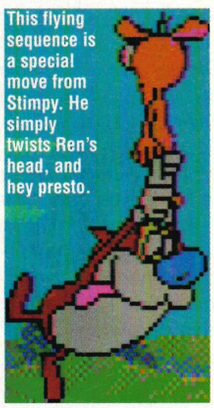
STRAWBERRY ICE
This delicious strawberry ice-cream gives the character a burst of energy. Find these whenever you need to replenish it.



Bowling is an art that Ren has mastered using Stimpy.



Stimpy using Ren as a shovel. It's important to learn how to do all the special moves.

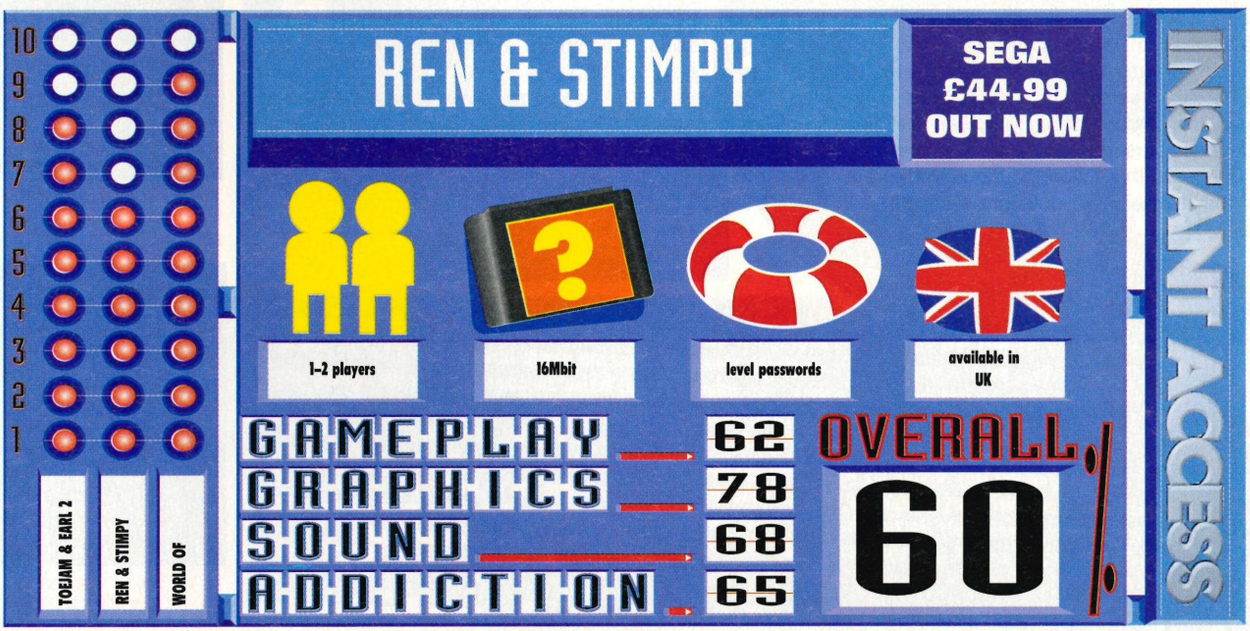


This flying sequence is a special move from Stimpy. He simply twists Ren's head, and hey presto.

MEGA POWER

FINAL VERDICT

"This game offers so much, yet delivers so little, which is a great shame. Everything you want in a platform game is featured, it's just way too easy. The game oozes humour and quality, but is let down by the simpleton's gameplay."



REVIEW

NBA JAM

'Hello', 'From Downtown' and 'Dunk It' are all phrases Steve Bough has been muttering after playing Acclaim's hot basketball title NBA Jam. Now all Steve wants to do is grow taller and shoot off to Chicago to join the Bulls – some hope!

MEGA BLAST!

Rated as the most successful coin-op in the United States, *NBA Jam* looks set to score big on the Mega Drive. Now, we in Britain are not overly enthralled by this game of basketball. Come to think of it, not many American sports have taken off over here to the extent that they have in other countries. But lay these games down onto console cartridges and no matter where you are, you won't fail to enjoy them.

Described as being the ultimate basketball game, *NBA Jam* features the 27 official NBA teams and 54 of the hottest stars to grace the sport. Yes, it's a two-on-two affair rather than having the full complement of five players a side. Most of the players will be unfamiliar to all but NBA buffs, but famous names such as Barkley, Drexler and Malone all appear. There's even a cameo appearance by President Clinton! Each NBA player has his own strengths and weaknesses. Some may have exceptional speed, whereas others are excellent at scoring long-range three-point shots.

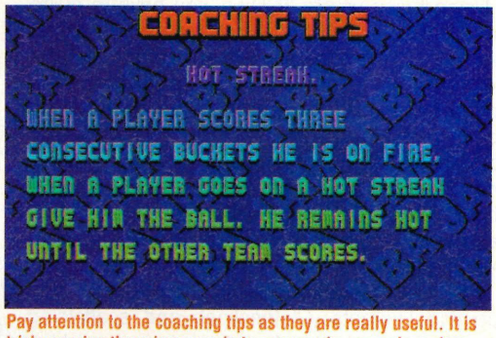
The transition from arcade to cartridge has been superbly handled. Perhaps the only slight criticism is that the sprites are less detailed and the sound FX are not as good, but that is excusable purely on limited storage space. The game controls are simple and highly effective, so you won't find yourself fiddling with this button and that trying to work out what the hell's going on.

Extensive game options enable you to play in head-to-head or team mode. The former has you aided by a computer-controlled player as you compete with a computer team or a second human. Team mode puts two players on the same side against a computer team. Using the Sega Tap joypad adaptor, you can also have four human players in a two versus two contest.

On court, the action is furious end-to-end stuff as the teams try to outscore each other in four game quarters. The most surprising aspect is that no fouls are given, so you can shove your opponents over as much as you like and reach in to steal the ball. The only thing disallowed is goal tending (stopping the ball on its way down into the basket), and you also have to shoot within 24 seconds to avoid a shot-clock violation. To run faster to the other end of the court, you can hold down button B for turbo mode (indicated by your trainers changing colour). However, this uses up energy so you have to wait a few seconds for your turbo bar to recharge.

Of course, basketball wouldn't be basketball without the dunks, and there's certainly an abundance of these. Ranging from leaping off the screen with delicious twirling, to bouncing off the ball, and slam dunking, you'll be amazed at the spectacular animations accompanied by sampled shouts of 'Boom! Shakka-Lakka!' etc.

Overall, *NBA Jam* looks set to repeat the kind of success that Acclaim experienced with *Mortal Kombat*. You don't even have to like sports games to get into this. The only problem you'll find is getting off the damn game, it's that addictive.

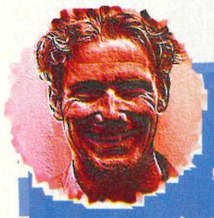


Pay attention to the coaching tips as they are really useful. It is tricky scoring three in a row, but once you do, your player has infinite energy and his shooting is much sharper.

Interception. This word will crop up more, the better your defensive play is. Defending is one of the skills you will have to master – this is always fun on team games.

This is where you get to choose your teams. I can tell you for a fact who the good teams are. Well, New York Knicks are excellent, but so are the Chicago Bulls and Charlotte Hornets.

"Slam it in!" These words go with this shot and, as is evident, the ball's on fire. This team has obviously scored three baskets in a row to get the ball burning like that.

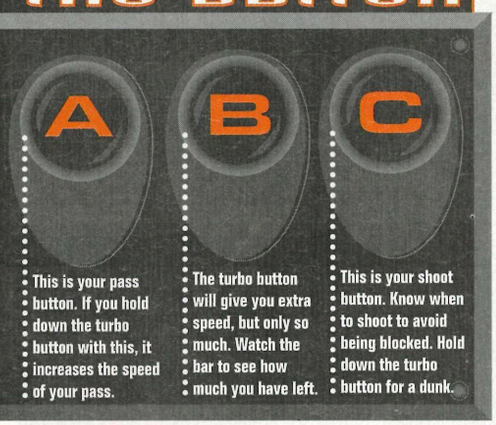


At the first few attempts off playing this game, and having Sega Pro's Jason Johnson repeatedly telling me how good it was, I wondered what all the fuss was about. After playing it for the rest of the day, I found that by six o'clock I was totally hooked. Taking the game home for the evening was my next step, and that was spent with my friends, all of us completely glued to the screen.

Not since Mean Bean Machine hit the office have I been so addicted to a game. I found myself shouting at the telly, hitting my friends and generally acting like a loud-mouthed NBA player. The beauty of the game is that it's relatively easy to pick up, but also lethal in the sense that once you've started playing you won't put it down. It's not only tremendously fun to play, it also looks great, even the music's good! It's understandable why NBA Jam is such a hit in American arcades, and why this cartridge will do so well in this country. It's absolutely blinding!

STEVE

on the button



OVERALL 94

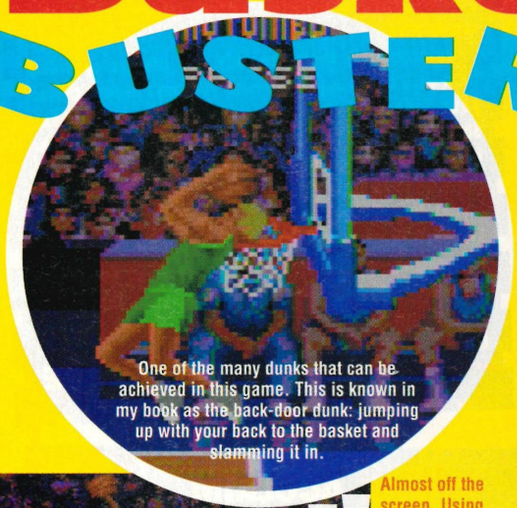
Like Steve, I wasn't that impressed when I first started playing NBA Jam. But this is a game that rapidly grows on you, sinking its addictive hooks in until you can't contemplate turning it off. My initial reservation was that with only two players per side, it would have limited scope for realistic tactical play. True, it is a very simple game, lacking many of the sport's features such as fouls, strategic substitutions and playcalling. But it's just so much fun to play, such omissions cease to matter.

Particularly satisfying is the way you can perform loads of different dunks, including some really amazing ones where you spin through the air, totally defying gravity. With no penalty for fouling, the action is satisfyingly violent – particularly for a supposedly no-contact sport! There's a lot of skill involved too in defending, and knowing when to pass and when to shoot. We've had some really competitive four-player matches in the office and NBA Jam is certainly one of the best multiplayer games I've seen, even rivalling FIFA Soccer. However, the real bonus is that the solo mode is also very playable, as the computer opponents display good intelligence and tactics. Slammin' stuff.

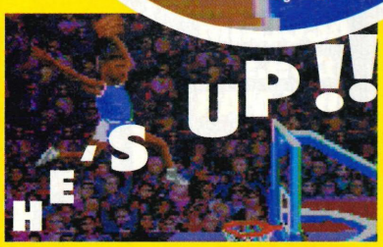
PHIL

...a wicked slam-jamming, 360°-twisting, rim-rocking, crowd-shocking, basket-bulging game

Basket BUSTERS



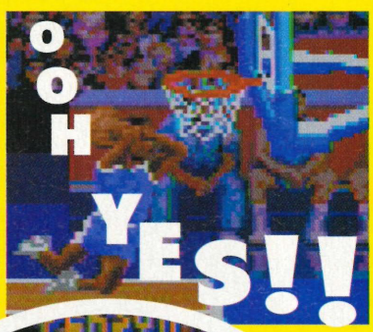
One of the many dunks that can be achieved in this game. This is known in my book as the back-door dunk: jumping up with your back to the basket and slamming it in.

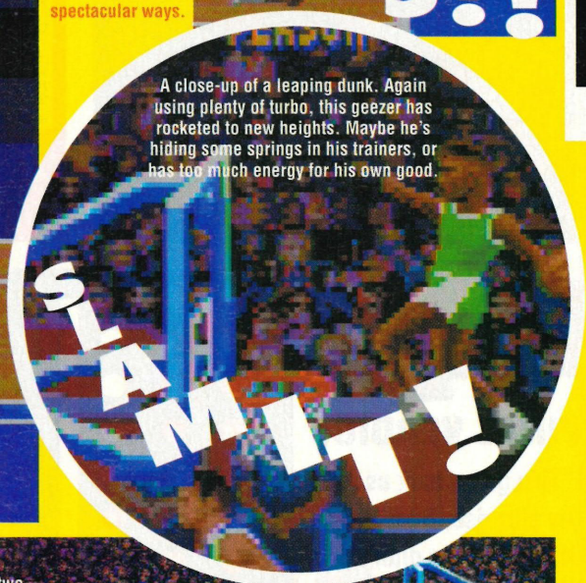


Almost off the screen. Using your turbo button correctly will let you perform this athletic-looking move. Top marks.

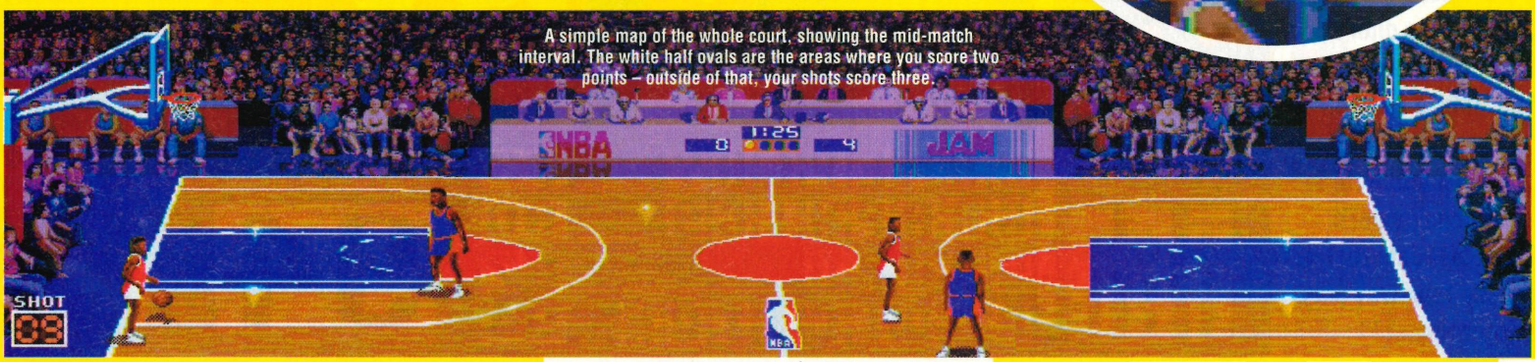
Powering over the defender's head, we see the man in green slamming the ball in the basket. There's nothing you can really do about shots like that apart from admire them.

The variations on dunking are all to do with where you jump. Using the correct amount of turbo in the correct area will cause the player to dunk in a number of spectacular ways.

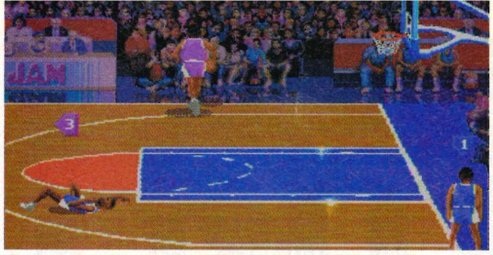




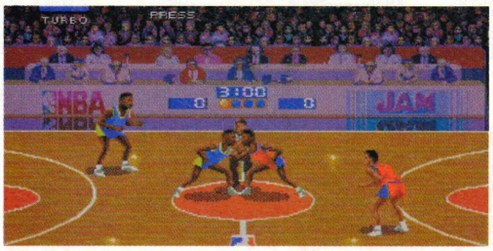
A close-up of a leaping dunk. Again using plenty of turbo, this geezer has rocketed to new heights. Maybe he's hiding some springs in his trainers, or has too much energy for his own good.



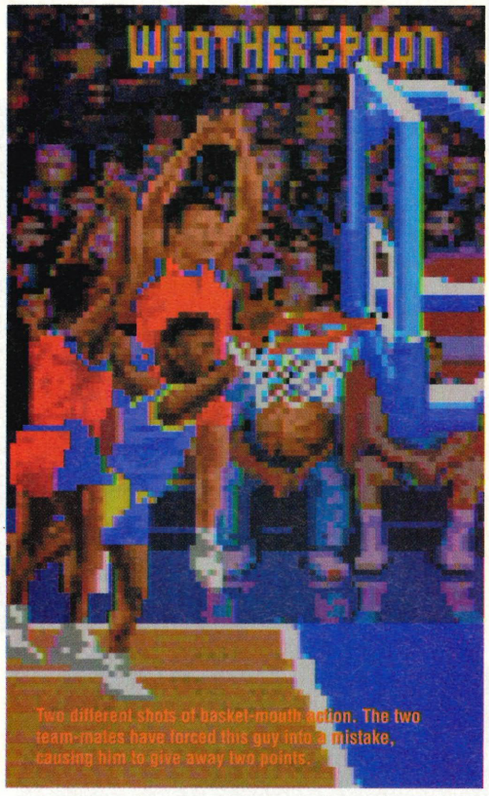
A simple map of the whole court, showing the mid-match interval. The white half ovals are the areas where you score two points – outside of that, your shots score three.



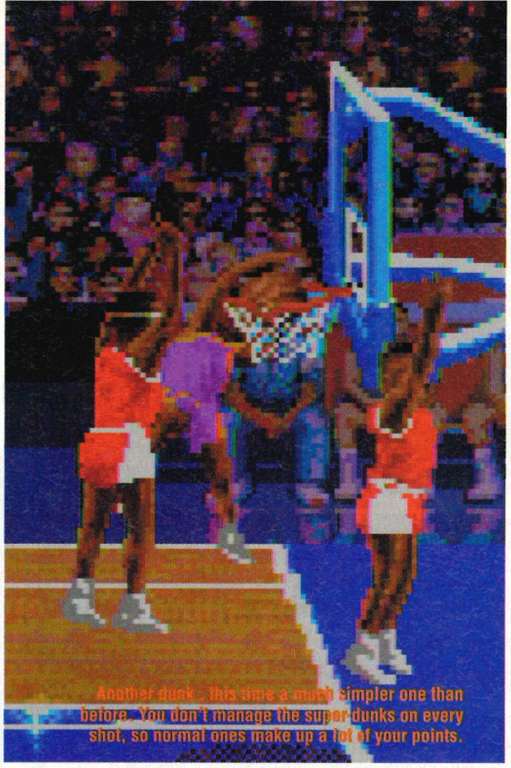
Pushed that git over, didn't I? This all part of the fun of basketball. When your opponent is just about to score, press A and B to give him a good shove in the back.



The very start of the match and the ball is just about to be thrown into the air. Try to win the ball by timing your jump, and instantly passing back to your team-mate.

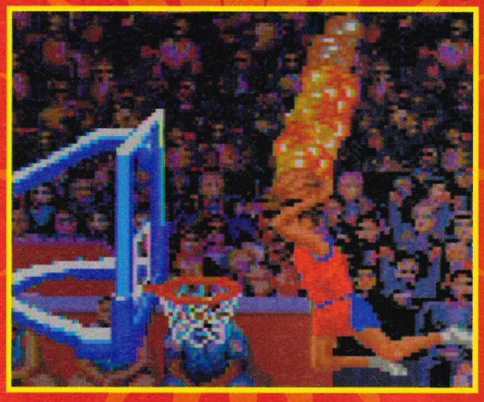


Two different shots of basket-mouth action. The two team-mates have forced this guy into a mistake, causing him to give away two points.

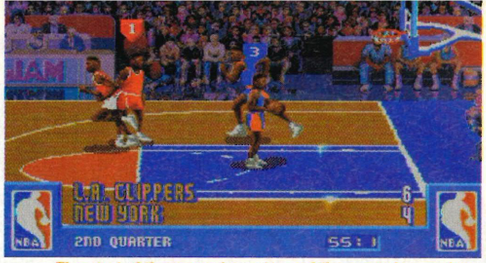


Another dunk - this time a much simpler one than before. You don't manage the super-dunks on every shot, so normal ones make up a lot of your points.

Great balls of fire



One of the most impressive dunks seen in basketball. The ball's not only on fire, but this guy has jumped at least 40ft. Described as 'heating up', this happens when a player scores three baskets in a row and hits a hot streak.



The start of the second quarter and the score is very low. There's obviously been some serious defending going on. Try not to use all your turbo from this point.

Whoah! The buzz surrounding this release is really reaching fever pitch. So, in my own inimitable style I set out to expose NBA Jam for what it really was... a great game!

Last month it was Mean Bean Machine, this month it's NBA Jam; we just can't put it down.

Unconventional, scorching two-on-two action, this is a game that combines adrenaline with precision and provides some of the most exciting two-player action that I have seen for a long time. Soaring special moves, glass-shattering slam dunks, all enhanced by a turbo function, I was amazed at how satisfying it felt to send my player flying in flames towards the basket with camera flashes going off all around him. So much so that it actually put me off trying for three-pointers.

The lack of conventional rules and restrictions means that for each quarter the action is frantic, free flowing and very physical as neither side can afford to let the other edge even slightly in front. You can choose to play against a friend, with a friend as a team, or there's even a four-player multi-tap option which gets really competitive.

Unfortunately there are only two players provided from each of the major teams so you can't always choose your favourite stars – I spent ages searching for Shaquille O'Neal and Michael Jordan (I don't care if he has retired!). Also, the speech gets a little repetitive at times and the lack of a 'squeaky trainers' sound effect meant that the realism suffered a little... who am I kidding?! This is a wicked slam-jamming, 360°-twisting, rim-rocking, crowd-shocking, basket-bulging game that delivers the kind of big-time entertainment that we've come to expect from Acclaim of late. Boom! Shakka-Lakka!

DAVE

MP

FINAL VERDICT

"This game took us all by surprise, from the point that we didn't expect it to be this good. This is one hell of a game, and a certain recommendation for any serious gamer's library. Not only that, it also has four-way play. Simply gripping!"

10 9 8 7 6 5 4 3 2 1

BULLS VS LAKERS | NBA JAM | JORDAN VS BIRD

NBA JAM

ACCLAIM
£49.99
OUT MAR

1-4 players | 16Mbit | save records | available in UK

GAMEPLAY	93
GRAPHICS	90
SOUND	87
ADDICTION	94

OVERALL 94%

INSTANT ACCESS

FOR DETAILS OF ADVERTISING IN ANY OF OUR EXISTING TITLES AND NEWS OF NEW LAUNCHES

TEL 0202 299900
FAX 0202 555011

SUPER GAMER
SEGA PRO
SEGA XS
MEGA POWER
PC POWER

Paragon Publishing Ltd

PLEASE RING FOR AVAILABILITY 0483 714822

Video Crazy

100'S OF USED GAMES ALWAYS IN STOCK.
PLEASE MAKE CHEQUES PAYABLE TO VIDEO CRAZY& SEND TO:-
VIDEO CRAZY
HOME ENTERTAINMENT,
HIGH STREET, OLD WOKING,
SURREY, GU22 9JW.
0483 714822 CALLERS WECOME.
OPEN TILL 9PM 7 DAYS.
P&P £1.50 PER GAME.

MEGADRIVE			
Arch Rivals	19.99	Ottifant	38.99
Aquatic Games	19.99	Blades of Vengeance	38.99
Back to Future 3	19.99	Sonic 3	53.99
Batman Returns	19.99	Dragons Revenge	39.99
Battle Toads	19.99	Zombies	34.99
Buck Rogers	19.99	Robo Cop 3	34.99
Chakan	19.99	GAME GEAR	
De Cap Attack	19.99	Castle of Illusion	19.99
Double Clutch	24.99	Defender of Oasis	25.99
Gun Star Heroes	24.99	Evandar Holyfield Boxing	22.99
Hard Ball 3	19.99	Land of Illusion	22.99
Hard Driving	19.99	Lemmings	22.99
International Rugby	38.99	Sonic	26.99
James Pond 007	19.99	World Class Leaderboard	19.99
Joe Montana Sports	19.99	CD GAMES	
Sonic Spinball	42.99	Batman Returns	38.99
Splatter House II	19.99	Black Hole	29.99
Super Smash T.V.	19.99	Final Fight	32.99
Thunderforce	19.99	Jaguar XJ220	37.99
Turbo Outrun	19.99	Night Trap	42.99
World Class Leaderboard	19.99	Prince of Persia	34.99
Populous 2	24.99	Wolf Child	32.99
Lotus Turbo 2	38.99	Silpheed	39.99
Dr. Robbotinks Mean		Sonic CD	39.99
Bean Machine	38.99	Thunderhawk	39.99
Greatest Heavyweights	38.99	Sewer Shark	39.99
Eternal Champions	53.99	Wonder Dog	39.99
F117 Night Storm	38.99	CD USED	
Gunship	38.99	Black Hole	19.99
Virtua Pin Ball	38.99	Final Fight	19.99
		Road Avenger	19.99

100's of used Master Games from £6.99.
Call for list.
We also part-exchange Mega Drive Games.

VISA

0800 136573.

To receive our FREE gift pack and details of what we have to offer, call us free on the number above.
You'll find our prices the best, coz we outshine the rest.
CLUB MANIA - Coming to this magazine soon.

PREVIEW

MEGA RACE

Mindscape have been producing top games since the heyday of the 8-bit home computers, so it's surprising that Mega Race is their first ever Sega release. We defy death to take an early spin around its tortuous tracks...

As you steer your green car around one of the rendered tracks the aim is to destroy those nasty villains' cars to score thrill points with the bloodthirsty gameshow audience.

As you drive through a futuristic city, the incredibly detailed 3-D backdrops move and rotate at high speed, with the shading on the buildings changing realistically.

These tracks weave and loop all over the place. Meanwhile, your status panel shows the all-important levels of your car's armour, damage, speed, ammunition and thrill points earned.

A pretty boring shot... Far more impressive are the FMV intro and presenter sequences. Sadly these are only yet finished on the PC version, but they should be just as good on Mega-CD.

Imagine a time in the future when criminals receive 'justice' on a TV game show. Members of the public are invited to climb into high-tech supercars and race against them to the death, ramming the villains' vehicles into concrete side walls or blasting them to smithereens... If this all sounds like some nightmare Hollywood movie plot, it's not – it's the basic idea behind Mindscape's debut Mega-CD product.

Mega Race is the name of the game, and the futuristic gameshow presented by Lance Boil! This slimy American presenter appears on screen in Full Motion Video between races to enthuse about the exciting death and destruction to come. But if you're still worried about all this ruthless killing in a video game, then don't. Mindscape explain that it's not real, as the gameshow all takes place in Virtual Reality with virtual cars getting blown up – so no-one really gets killed!

Programmed by the Cryo team in Paris, whose previous work includes the *Dune* and *Conspiracy* computer games, *Mega Race* is a visual feast. After a ray-traced 3-D intro of a spaceship thundering through a futuristic city, and Lance's lengthy FMV explanation of the race rules, it's time to climb into the seat of one of three supercars. These can be viewed in all their rendered 3-D glory, along with their varying levels of armour, speed and firepower.

Rendered rollercoasters

Choose your car and it's off to the first of 15 futuristic race tracks which are more like rollercoasters as they climb high into the sky and even loop round. This is where the really ground-breaking graphics come in. Using the Cinepak data compression system (as first employed by the *Make My Video* series) for extra colours and detail, the backdrops are all in rendered 3-D, so you get realistic lighting and shading effects on the objects. As you race around the wildly weaving and undulating track, this impressive scenery is rapidly moved and rotated around the screen. It certainly compares well with the PC CD-ROM version in terms of both speed and detail.

As you guide your car around the track, the aim is not simply to win the three-lap race. You can do this, but you won't win much approval from the TV audience to earn 'thrill' points. These are gained by smashing up opponents' cars, preferably in spectacular explosions. As well as ramming them into the track wall, you can get behind an opponent and blast away. You also need to keep an eye out for the white pick-ups that appear on the track to repair damage and re-arm your gun. On the other hand, orange pick-ups are best as avoided as they have detrimental effects.

Destroy all the regular criminals' cars and you get to face the tough street boss. Beat him and you can steal his car for your collection (you can have up to eight) before going on to the next track. If you are blown up during a race, you're transported to a special 'last chance' track where you have to win the race to carry on.

With a different 3-D backdrop and pounding CD-quality tune for each of the tracks, *Mega Race* certainly looks and sounds impressive. So far the Mega-CD version is only about 30% finished, with eight of the 15 tracks completed, but it's speeding ahead for a May release. Meanwhile Mindscape have two more as-yet-unnamed Mega-CD projects in the pipeline. We can't wait.

Whoooooahhh! I think my lunch is about to reappear as we go for a spin round a looping section of track. What makes it worse is it all moves so fast – it's just as speedy and almost as detailed as on the excellent PC CD-ROM version. Who says the Mega-CD can't compete with other CD systes? This game proves it does have the capabilities if programmers know how to use them properly.

Here we go again round a loop-the-loop section of track. Keep blasting at that red car ahead or he may get behind you and cause much damage to your car.

Go on, blast that sucker until he blows up in a dramatic petrol explosion. You need a fast trigger finger as well as speedy driving to succeed in *Mega Race*.

There's little time to admire those gorgeous 3-D rendered backdrops as you steer your car round endless bends. This could even be as good as *Crash 'n' Burn* on the 3DO.

MEGA RACE

one player | quick access | RANsave

MINDSCAPE
£TBA
OUT MAY
Information
(0444) 246333

SO FAR...

finished

0 - 40 - 50 - 60 - 70 - 80 - 90 -

early days

ANTICIPATION

90 -

REVIEW

SKITCHIN'

After getting stuck in yet another motorway jam, Phil King got his skates on to dodge the traffic and hitch a ride on EA's latest racing game...

You know how you can sometimes join two words together to create a new one, for example 'smoke' plus 'fog' equals 'smog'? Well, skitchin' is a combination of skating and hitching, no doubt inspired by Michael J Fox's famous skateboard stunt in Back To The Future. Despite the Californian-surfer-style jargon and scenario, Electronic Arts insist that this 'sport' is purely fictional – even Americans aren't this crazy. Nevertheless, to be on the safe side, EA have gone to the trouble of putting a warning on the front end of the game, advising players that 'attempting these actions or stunts may cause serious injury'!

Skitchin'! comprises a series of roller-skating road races where you must finish in the top five to qualify for the next city course. There's also the option of one-on-one two-player races and a knockout tournament for up to eight players. Viewing events from just behind your skater, you guide him down a 3-D traffic-filled road while listening to a thumping heavy-metal soundtrack. In two-player games the screen is split, so each skater gets his own view of the action.

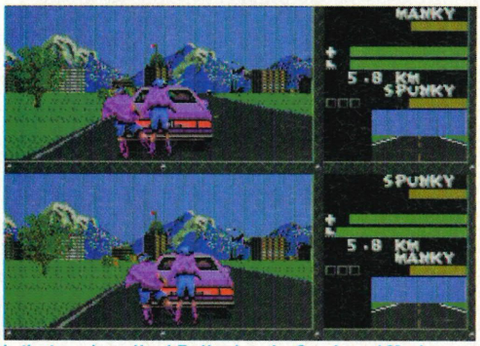
Although you can pick up a bit of speed just skating along, there's no way you're going to win without getting a 'skitch': that is, hanging onto the back of a car, van or motorbike. As a vehicle approaches from behind, you can watch it in your rear-view mirror. Just as it passes you, there's a brief opportunity to grab hold of its bumper. It's a tricky technique to master – too late and the vehicle zooms into the distance; too early and you get knocked into the side of the road. The latter reduces your health: if it gets to zero you're a 'roadkill'.

Once you're on the back of a vehicle, that's not the end of it. You really need to keep advancing to the next car in front to stay ahead of your rivals. This is achieved by 'slingshotting': moving to the edge of the bumper as the car goes round a corner and releasing to zoom past it.

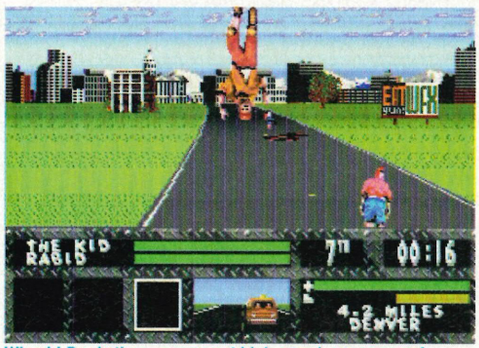
Successful skitchin' takes a lot of practice to master, particularly as there are plenty of distractions. Other skitchers will try to push you off your vehicle, so you have to fight back to knock them off first. You can even pick up weapons lying in the road, including crowbars, chains, whips and baseball bats. Keep an eye out for hazards though, such as pools of oil, traffic cones and juggernauts. There are also ramps which you can use to perform spectacular aerial tricks for extra cash.

As well as your race winnings, bonus money can be earned for skitches, knocking out opponents, and the ultimate skitch... hanging onto the back of a police car. Between races, you get to spend your hard-earned dosh on new pads, wheels and skates – you often need to replace worn-out equipment. Save a few dollars for the next race entry fee, though: if you can't afford it, it's game over.

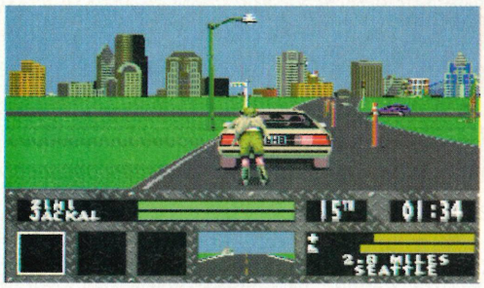
This highly dangerous pastime isn't one most people would want to try in real life, but at least with the *Skitchin'!* video game you can enjoy the danger without facing the possibility of police fines, jail sentences and a gruesome death. As EA recommend... play it, don't do it!



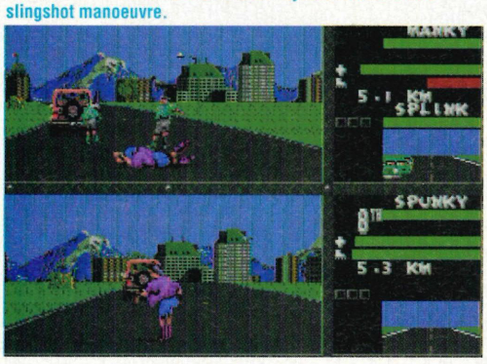
In the two-player Head-To-Head mode, Spunky and Manky battle it out on the back of a car – it's great how you can name your own characters, isn't it?



Whoah! By skating up ramps at high speed, you can perform all sorts of impressive aerial tricks to earn extra money. Make sure you land on your feet, though.



Getting a skitch on the back of a car, you follow it past the roadworks – there's no room here to try to overtake with a slingshot manoeuvre.



In the two-player mode, the split screen gives each skater his own view of the action. Oh dear, Manky (on top) has just taken a tumble after being knocked down by that jeep.

1. These bars show the stamina of the two fighting skaters, with yours above. When his stamina is zero, the skater falls off.

2. These three squares are where you store collected weapons. You can switch between them when you pause the game.

3. It's important to keep an eye on your rear-view mirror for vehicles, so you can get in the right position to try to grab a skitch.

4. Your health and equipment meters. Reduced by falling, if either of these reaches zero you crash out of the race.

I don't care what anyone else says, I really like Skitchin'!. It's nice to see some truly original game design for a change, giving a new dimension to the racing genre. Okay, there are obvious similarities to Road Rash, including the way you punch and use weapons on opponents, but I can't think of another game where you grab onto the bumpers of cars!

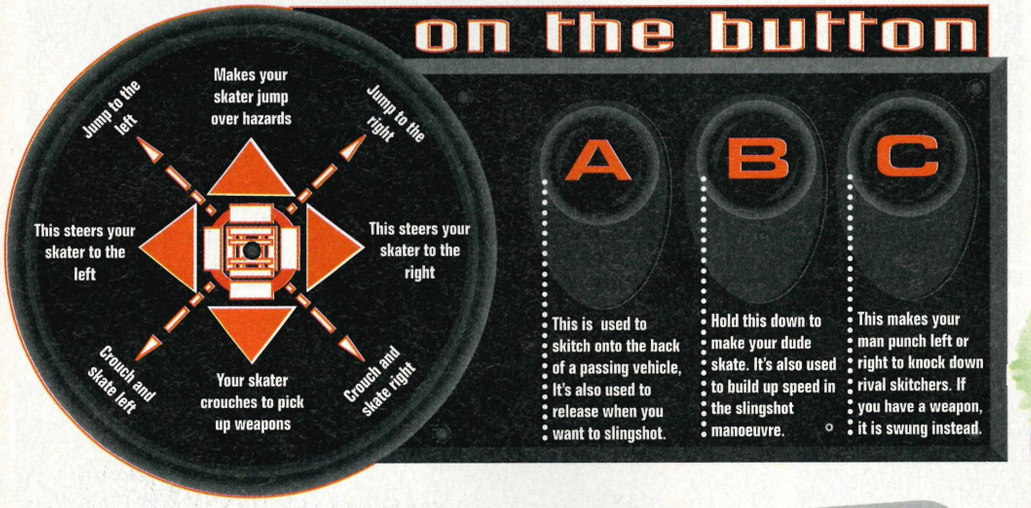
Getting a 'skitch' is admittedly quite tricky at first, as you have to time your move just right. Once you get the hang of it, though, you can really start zipping through the traffic by hopping from vehicle to vehicle. Nevertheless it's so easy to get knocked down that you get a realistic feeling of danger, and the best buzz of all has to be hanging onto the back of a cop car! Things can get a bit frustrating at times, like when another skitcher pushes you into the path of a car, but on the whole it's great fun. The split-screen two-player mode is even more competitive and will certainly prolong the appeal of an original and very playable game.

PHIL

OVERALL %

81

on the button



Exactly how long this game will be played over and over is debatable

Apparently a mix of skating and hitching a lift, Skitchin'! is EA's latest move to cash in on a readily established games engine. This is Road Rash with less excitement but a lot more strategy. Very polished, as you would expect from a company who are probably at the moment the world's best console game publisher, Skitchin'! is a pleasing game that represents a 'safe' purchase for any console owner but is never going set your screen on fire or create any great sensation. It's fun to play, the controls are easy to pick up but unfortunately as a package it's almost instantly forgettable! After you've played it a couple of times there's no real compulsion to go back for more.

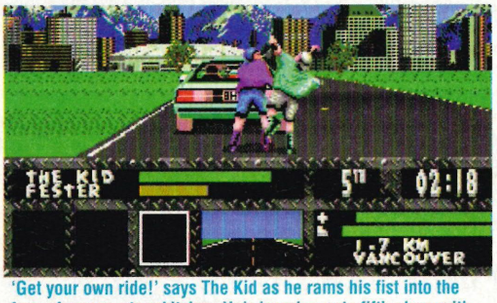
Oh yeah, and why do they always assume gamers want to listen to bloody heavy-metal tracks all the time?!

DAVE

SKITCHIN' SLANG

Perhaps it's something to do with inhaling all those car exhaust fumes, but skitchers talk in their own strange dialect. Here are the meanings of some of their favourite phrases...

Black Ice	Super-smooth or new pavement.
Breather	Good endurance racer.
Torker	Good sprinter, fast off the line.
Donor Skate	When organs become available for donation after a crash.
Garage Sale	A wipe-out where you spread your goods everywhere.
Handbag	A term used to describe anything negatively, eg 'you Handbag'.
Session	When you go skating you go for a session, and it's either good or bad.
Road Rash	The big raspberry resulting when you wipe out.
Burnt	After a long session you may feel burnt.
A Flat	Not an apartment, but what you get when your wheels blow up.
Dumped	A crash from the air or a jump, eg 'I dumped heavy on that one'.
Boned	When you stretch an aerial trick to the limit, you boned out.
Slammed	When your foot plants hard on something, you slammed it.
Thrashed	How your legs feel after a long hard skate.
Thrasher	A skitcher who repeatedly hits someone in combat.
Rollers	Another word for police, eg 'Look out, Rollers!'
Betty	The ugly fat spandex queen that thinks she's hot... but she's not!
Smashed	'He smashed it!' – great race, broke records.
Rad	Rad is still used, but never Radical. One step up is Totally Rad.
Hardcore	Description of someone whose life is skating.



'Get your own ride!' says The Kid as he rams his fist into the face of a computer skitcher. He's hanging onto fifth place with only 1.7 km to go to the finish.

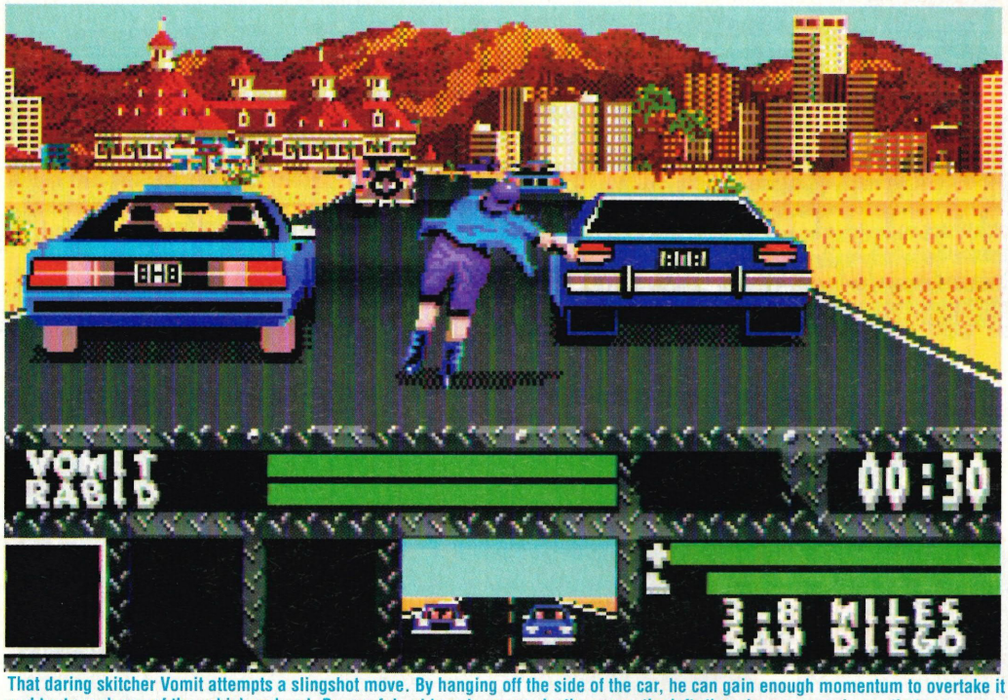
With all that traffic ahead, this looks like the ideal opportunity for a slingshot manoeuvre. Zoom past the right side of this car and try to grab hold of a more advanced vehicle.

Yes, yes, I know you'll undoubtedly say, oh this is just like Road Rash. Well, yes it is apart from you're on skates. Skitchin'! is an excellent game that places the emphasis on fun.

Admittedly it does take a little while to master the art, but once mastered, you are in for a lot of laughs. The two-player mode is particularly good, as you thrash it out with your opponent to reach the all-important finishing line.

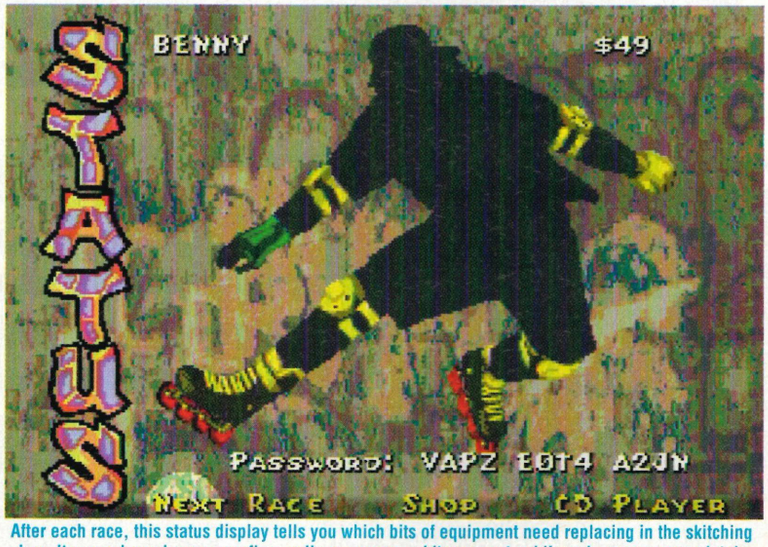
Using a thrash-metal soundtrack isn't the greatest idea – personally I would have used heavy dub – but at least it's not off-putting. The only thing I'm not overly sure about is the lastability. Exactly how long this game will be played over and over is debatable, so my suggestion would be sneak a look at someone else's game before laying out your own cash. But I'm pretty sure you'll like what you see!

STEVE



That daring skitcher Vomit attempts a slingshot move. By hanging off the side of the car, he can gain enough momentum to overtake it and try to grab one of the vehicles ahead. Be careful not to get run over by the car on the left, though: you never know, that nutcase Steve Bough may be driving!

After skitching on the back of that green van, The Kid decides it's time to slingshot past it and try to get to the car in front. It doesn't always work though: sometimes you can't get enough speed to reach another vehicle and you have to skitch back onto the one you left.



After each race, this status display tells you which bits of equipment need replacing in the skitching shop. Items coloured green are fine, yellow ones are a bit worn out, while red ones are completely knackered. If you have any grey items, they must be replaced or you're not allowed to race.

MP FINAL VERDICT

"Though in some ways similar to *Road Rash*, this is still one of the most innovative racing games we've seen. Grabbing onto an endless stream of vehicles might lose its appeal after a while, but it's good competitive fun in two-player mode."

The Ultimate Games Bible For Sega Players!

The essential guide to all Sega games is out now! With over 220 pages, 150 reviews and 5,000 screen shots, it's the most comprehensive read you'll find!

The Complete A-Z of Sega Games is an essential buyer's guide to games. Crammed between its covers are reviews of virtually every Mega Drive, Game Gear, Master System and Mega-CD title released. But it's more than that:

- Big. Not just larger-than-A4 in size, but packed with over 150 information-filled reviews squeezed into more than 220 pages.
- Collectable. Perfect bound, glossy, full colour, fact-packed – all the ingredients necessary to ensure it's referred to again and again.
- Authoritative. Every game review occupies at least a page, so you know exactly what the game is about, how it plays and what it looks like.

The Complete A-Z of Sega Games vol II Order Form

Please rush me a copy of The Complete A-Z Of Sega Games Volume II at £3.95 plus £1 p+p to the following address:

Name .....Signature.....

Address .....

Postcode .....Phone nº.....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Sega A-Z Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

NB: The Complete A-Z of Sega Games features reviews of games released between the launch of each Sega console and Christmas '93.

PREVIEW

MARKO'S MA

It's a game of two halves, and a funny old one at that. What the devil are we on about? Marko and his magic balls of course!...

Although a long-time software producer for home computers, Domark aren't one of the biggest names in the Mega Drive market, only producing the occasional release. However, after the mediocre James Bond and International Rugby games, they really hit the big time with the racing simulation *F1* – a great game that achieved huge sales.

Domark are hoping for even more success with their latest Mega Drive release. *Marko's Magic Football* is a platform game with a difference: it's got balls! Or rather, its hero Marko has. The soccer-mad kid kills baddies by kicking footballs at them.

The story is centred around the shenanigans of the evil Colonel Brown. This strange chap owns the Sterling toy factory, but it's a front for his unscrupulous activities. A scientific genius, Brown has created a substance with horrific genetic qualities. If a living creature touches this foul green slime, it immediately turns into a mutant sludge monster. The Colonel has already dumped tons of the stuff into the town's sewer network, in the knowledge that hundreds of rats, mice and other sewer creatures would mutate. Brown figured that once his mutant army had amassed, the town was his for the taking, but he hadn't reckoned on Marko and his magic football.

Marko is an everyday lad who likes nothing better than to play with his balls. One day whilst kicking his football along the streets, he accidentally kicked it into an alleyway. Running to retrieve his ball he stumbled upon two workers from Sterling Toys, dumping green slime down a manhole. He watched as a drop of slime fell onto an unsuspecting rat, and the sight that greeted Marko was enough to make his stomach churn. He ran away with tears in his eyes, and vowed that he would never let Colonel Brown destroy his beloved town. Marko made it his objective to stop the Colonel's dastardly plans, and with his magic football he set out to rid the area of the Colonel and his army of slime.

The game has 14 scrolling platform levels in total, and Domark assure us that there's ample gameplay for even the most avid player. Marko can produce a variety of wondrous shots that would put even the likes of Ryan Giggs to shame. The more powerful the kick, the more destruction it causes. For example, an overhead kick will clear the screen of a Sterling henchman with one shot. Ball control does take a little getting used to, but once mastered you'll be unstoppable.

Marko's journey takes him through surburbia, and other areas of the town. Passing through such levels as an industrial centre and the sewers, he eventually winds up at Sterling Toys to have the final showdown with Colonel Brown. Domark, being the eco-friendly company that they are, have even included some recycling for Marko to do – how very Nineties!

Due for release in April, and with the price yet to be confirmed, *Marko's Magic Football* seems to have enough innovative features to make it score over other its countless platform-game rivals.

These ants appear in the later stages of the game. Marko should be by now an expert footballer and therefore these pesky ants should cause him no problems at all.

When Colonel Brown dumped the slime into the sewers it recreated dinosaurs. Often requiring a powerful shot, these loveable creatures need a damn good kicking.

Is this guy the next England goalkeeper? I think not. More of a novelty move than having any real effect, this guy catches an overhead kick from Marko with true finesse.

Torch that sucker. As is apparent, Marko has just had his flesh tickled by flames. These evil fiends require either an overhead kick or a strong forward kick to clear them from the screen.

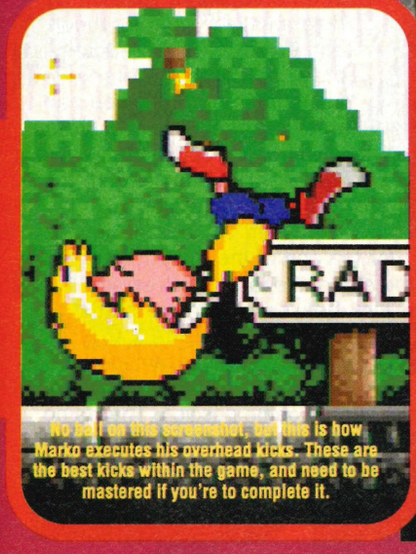
The main map of the town wherein Marko lives. Throughout 14 levels you'll encounter the most dastardly of enemies, and locate more slime than you could ever imagine, get kicking!

AGIC FOOTBALL

Tricky sections coming up for Marko. Patience is a virtue so they say, and Marko certainly needs to apply some patience if he's not to get wasted by the streams of slime and coal.

This woman indicates a restart point in the game. Walking staright past her is not good enough; you need to wait for her to take a picture of you before you can return here.

Most excellent morphing from this policeman cum slime monster. He's indestructible as a copper but as soon as he changes back into the slime monster, kick the ball hard.



No ball on this screenshot, but this is how Marko executes his overhead kicks. These are the best kicks within the game, and need to be mastered if you're to complete it.

Ghostly goings on in Marko's town, and it's all up to him to save the day. The stars up above need to be collected as one hundred of these result in an extra life, and you're going to need plenty of those.

MARKO'S MAGIC FOOTBALL

one player

16Mbit

continues given

DOMARK
£TBA
OUT APRIL
Information
(081) 780 2222

SO FAR...

finished

early days

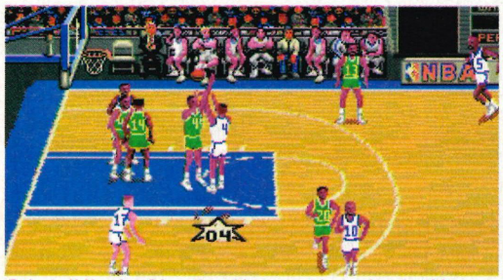
ANTICIPATION

0-80-90-

REVIEW

NBA SHOW

It's been a bonanza month for basketball buffs, with two NBA licences hitting the Mega Drive. After getting warmed up in the two-on-two Jam, Phil King bounces back on court for a full-team Showdown...



Rejected! Number 04 on the white team tries a shot, but it's blocked by the nearby defender. You really have to pass the ball around to get a good open shot at the basket.

Somehow number 34 weaves through those five defenders and puts up an easy dunk into the hoop. Great moments like this can be watched again on the slow-motion instant replay.

In terms of instant playability and sheer razzmatazz, NBA Showdown is burnt off the court by NBA Jam. However, despite being initially disappointed by the far from spectacular action, Showdown quickly grew on me as I discovered its many hidden delights.

Playing in Arcade mode is a good way to get used to the controls and playing techniques, but it's in the amazingly realistic Simulation mode where the game really comes into its own. As well as controlling the players on court, you can even play the part of the coach, substituting tired players and telling them which opponents to mark. This presents plenty of strategic options, never mind the playcalling facility that lets you to do clever set pieces.

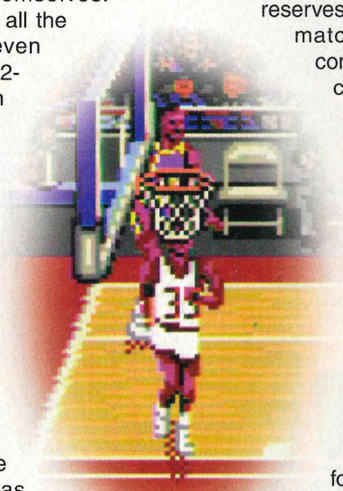
If you can't rope in a friend, the computer sides provide a hard challenge, even on the lowest skill level! At first it's very frustrating as your shots constantly get blocked, but you soon learn to pass the ball around to find the space to shoot. Once you've mastered the basic techniques, you can learn the art of scoring a basket and drawing a foul at the same time – very satisfying as you get a free throw for a third point.

It does take time and practice to get the most out of this game, but if you stick with it you're guaranteed to be engrossed enough to play that full 82-game season. Whereas NBA Jam had the sort of pick-up-and-play quality to entice any gamesplayer, NBA Showdown is a more complex simulation that should ultimately provide more satisfaction for true basketball fans.

PHIL

In the *NBA Showdown* manual, Electronic Arts joke that they've managed to fit all the elements of real basketball into the cartridge apart from agents, ticket receipts and six million dollar salaries!

Well, it certainly seems that way as this game is packed to the hoop-rim with features, options and statistics. Of course, EA are well known for their attention to detail in sports simulations, but this time they've really excelled themselves. *Showdown* not only incorporates all the NBA teams and players, but even includes the facility to play a full 82-game season! Thankfully this can be reduced to 26 games if you haven't got the stamina, or you can always just compete in the knockout playoffs or a single exhibition game.



In addition, there are three different game modes. In Simulation mode all the realistic elements of basketball are included, such as player fatigue, injuries, fouls and various clock violations. For those wanting less complications, the more straightforward Arcade game has players who never get tired or injured. Alternatively, you can use the Arcade Custom mode to set your own options for a wide range of individual features, eg turn shot clock violations off.

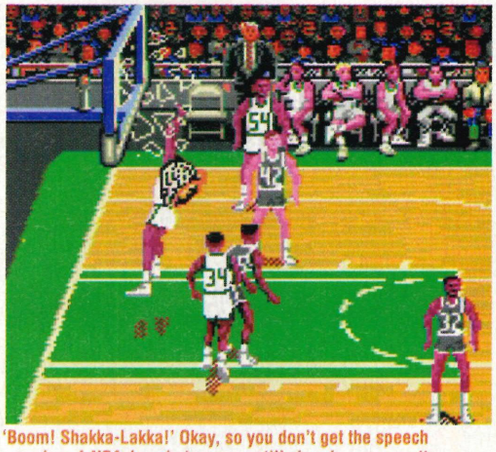
After selecting the length of the match quarters (2 to 12 minutes), game speed setting (1 to 5) and computer skill level (Rookie, Starter or All-Star), you can choose the competing teams. As well as the 27 NBA sides, there are two All-Star teams and four Custom ones for you to alter at will – you can even have a team full of Shaq O'Neals!

With the 4 Way Play adaptor, up to four gamesplayers can take part in the action. Unlike Acclaim's two-on-two NBA *Jam*, each side has five players which you switch control between. When in possession you can pass the ball to a team-mate in any direction, or the nearest one to the basket, automatically taking control of him when he receives it. Successful shooting depends on the player controlled, distance from the basket and whether he's being blocked by a defender. Certain players can perform their special dunking moves, eg Shaq's Gorilla Slam, although these aren't as spectacular (or unrealistic) as those in *NBA Jam*.

When playing defence, you can switch to the nearest player to the ball. The best tactic is to stick with one man and mark one of the attackers, letting the computer players take care of the rest. Shots can be blocked by jumping up at the right time, or you can try to steal the ball. You have to be careful not to commit a foul on a shooting opponent, though, as this concedes up to two three throws. These are taken in a 3-D section viewed from behind the thrower: you have to stop two moving meters in the middle to aim your shot.

In Simulation mode the players quickly get tired out, so you need to substitute them with the reserves in your squad. Player ratings and match statistics are given for every conceivable skill and aspect, so you can make informed tactical decisions. Further strategy comes in if you choose to use the Coaching Options. You can choose special offensive and defensive plays (shown by diagrams) for your playbook, and select to use one during play. With the Defensive Assignments menu, you can also choose which of your players mark opponents – you might want to double-team the other side's best player.

Even when the buzzer sounds for the end of the match, that's not the end of the incredible realism. You can flick between yet more statistics screens showing the league's top ten scorers, assists, rebounds, shot percentages etc. These can even be saved to battery backup, along with your current game position. There's no doubt that *NBA Showdown '94* is the most comprehensive basketball simulation of all time – the only question is whether it's as playable as *NBA Jam*...

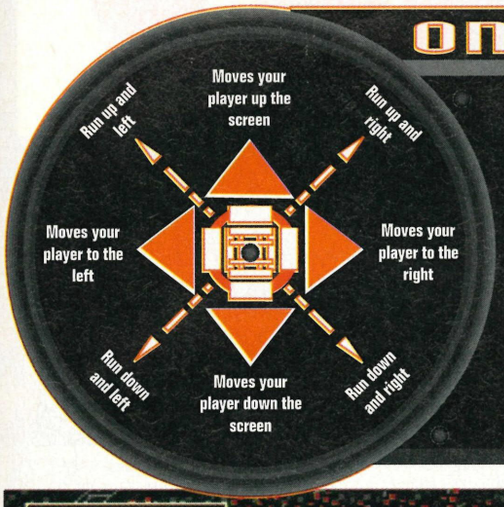


'Boom! Shakka-Lakka!' Okay, so you don't get the speech samples of *NBA Jam*, but you can still slam in some pretty impressive dunks in *Showdown*. Smashing stuff!

DOWN '94

OVERALL %
85

on the button

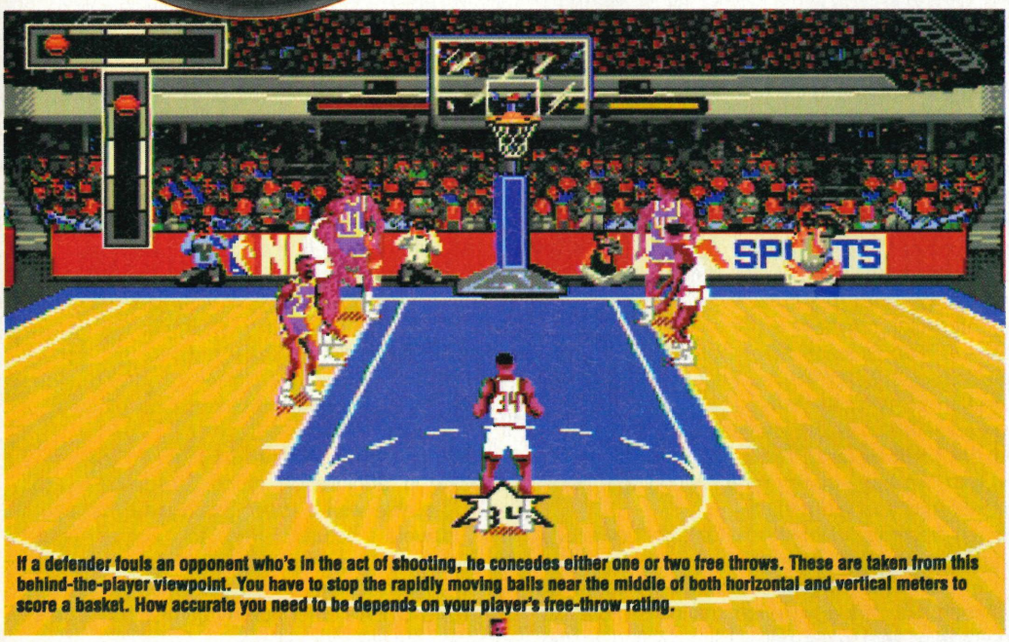


A — On offence, this makes your player shoot at the basket. On defence, you jump up to try and block a shot.

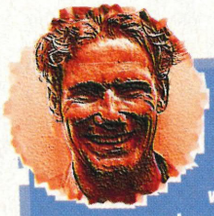
B — Pass to man nearest the basket or, with D-pad, to team-mate in that direction. On defence, toggles between players.

C — On offence, this switches between your special plays. On defence, your man tries to steal the ball.

NBA Showdown is a complex simulation that should ultimately provide satisfaction for true basketball fans.



If a defender fouls an opponent who's in the act of shooting, he concedes either one or two free throws. These are taken from this behind-the-player viewpoint. You have to stop the rapidly moving balls near the middle of both horizontal and vertical meters to score a basket. How accurate you need to be depends on your player's free-throw rating.



After playing NBA Jam, I thought I'd be hard pushed to find a basketball game that was as good. Well, trust EA to come up with the goods. This game is very close to real basketball, as opposed to just two players on NBA Jam. All the rules have been enforced even to the extent of passing back into your court – you get penalised for every wrong move. It's quite difficult to get the hang of, but once mastered you'll see that there's a great deal of fun to be had, and of course with the amount of options you can change the gameplay till the cows come home. This is definitely a game for those who want to play their basketball seriously. It lacks the razzmatazz of NBA Jam, but is an excellent and taxing game that will still have you swearing at the screen.

STEVE

MEGA POWER

MP

FINAL VERDICT

"This is a completely different basket case to *NBA Jam*, representing a more considered, tactical approach to the sport. It's nowhere near as spectacular, but a full NBA season and loads of strategic options should excite real basketball fans."

10 9 8 7 6 5 4 3 2 1

BULLS VS LAKERS | NBA SHOWDOWN | JORDAN VS BIRD

NBA SHOWDOWN '94

EA SPORTS
£44.99
OUT NOW

1–4 players | 16Mbit | battery backup | available in UK

GAMEPLAY	85
GRAPHICS	80
SOUND	70
ADDICTION	90

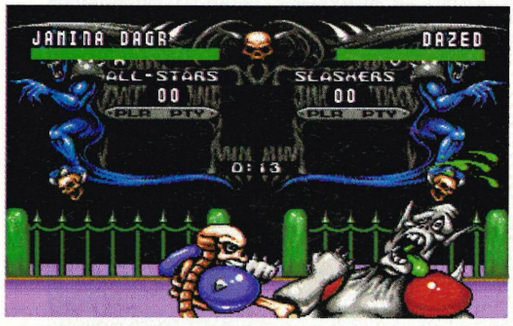
OVERALL %
85

INSTANT ACCESS

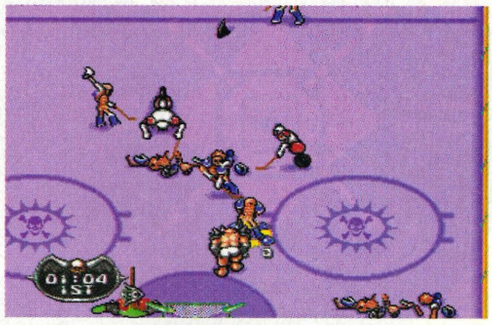
REVIEW

MUTANT LEAGUE HOCKEY

After three serious versions of ice hockey, Electronic Arts have gone for a refreshing new angle. When the Mutant League players hit the ice, all hell breaks loose...S



When the players get into a proper fight, it's shown with the two combatants in close-up. As well as punching, you can perform a blocking move. Whoever loses spends more time in the sin bin.



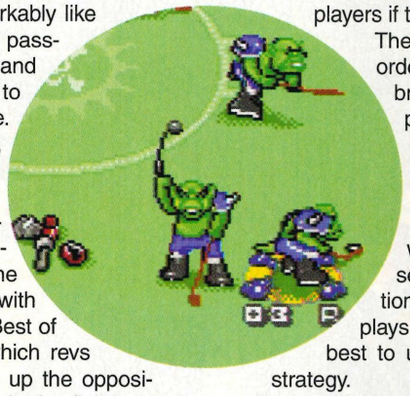
It's total mayhem out on the ice as players assault each other with axes and chain saws. Dead bodies can trip players up, as do those pesky ice sharks with their fins sticking up.

As far as fair sports go, Mutant League Hockey ranks only above ice dancing. While the mutant players are quite happy to bribe the ref, melt the ice and slaughter each other with axes, they would never stoop so low as rigging the judges!

Mind you, they don't have to bother with an incredibly complex scoring system. There are only two ways to win in this game: either score the most goals or, rather more satisfying, kill so many opposing players that the other team can't carry on.

The Mutant League is made up of two conferences, each containing ten teams of varying ability – indicated by a 'skull rating' (from zero to six). There are also two all-star conference sides, and the all-league Galaxy Stars.

Play options are much like in *NHL Hockey*, including playoffs/regular match, penalties on/of, choice of period length and the facility for up to four players with the 4 Way Play joypad adaptor. The one unique option is the 'death index': this determines the level of violence and mayhem in the game, ranging from 'rough' to 'annihilation'. You can also choose which stadium to play in: they all contain different hazards such as ice sharks, holes, mines and spikes.



Out on the ice, it plays remarkably like *NHL* as you zip around the rink, passing the puck to team-mates and getting just the right angle to steer your shot past the goalie. The difference, of course, comes in the number of dirty tactics you can employ. Initially this involves punching opponents off the puck, but it develops into total mayhem as the players set about each other with weapons collected off the ice. Best of all has to be the chain saw which revs away realistically as you carve up the opposition. Additional violence occurs in the fighting section, with two huge player sprites slugging it out – the loser gets a longer penalty.

When players take too much damage they expire in various ways, such as exploding or melting into a glob of green goo. Instant replacements come off the bench, but after a while the rink looks more like a battlefield, with body parts lying around to trip players if they don't skate around them.

The best bit of all is the facility to order special plays. These include bribing the ref (hilarious as he puts opponents in the sin bin for offences such as 'forged checking'), wasting the other side's goalie and the last resort 'armed force' option where all your players simply set out to slaughter the opposition with weapons. As special plays are limited, knowing when best to use them adds an element of strategy.

Although the constant carnage is extremely amusing in 'annihilation' mode, the game is a bit more playable with a lower death index; ie where the players actually try to score goals! Nevertheless, the emphasis in *Mutant League* is on light-hearted fun: it may not offer the serious playability of EA's other hockey games, but its hilarious humour will really kill you.

MP

FINAL VERDICT

"If you were one of those people disappointed at the omission of fighting in *NHL '94*, then *Mutant League* will provide plenty of those longed-for violent thrills. It's brutal, extremely funny and, most importantly, very playable."

THE COMPLETE PC CD-ROM LEISURE PACK

ON SALE FROM 10th OF MARCH!

PC POWER

CD

ISSUE 4 ● APRIL '94 ● £4.99

OVER **50** PLAYABLE DEMOS!
OVER **100** PAGES OF ESSENTIAL FACTS!
OVER **100** HOURS OF ENTERTAINMENT!
OVER **500** MBYTES OF RAW ADRENALIN!
ALL THIS IN **1** PACKAGE: **PC POWER CD**

From the very next issue of PC Power, the magazine will be available in two formats: PC Power FD (essentially as it is now with cover-mounted disks) and PC Power CD (featuring a CD-ROM absolutely packed with playable demos and utilities).

Because of the huge storage space available on a CD, demos previously unthinkable on one, two or even three floppy disks are suddenly feasible.

Get the biggest and best demos every month on PC Power CD. Reserve your copy now at your local newsagent as the magazine-plus-CD package will only be available at selected outlets. Simply fill in the form below and hand it to your newsagent.

Dear Newsagent

Please reserve me a copy of Britain's only regular PC magazine plus CD-ROM package, *PC Power CD*.

PC Power CD is available the second Thursday of every month and is priced £4.99. Its ISSN is 1352-7894.

PC Power CD is distributed by Seymour Ltd (081 6791899) and is published by Paragon Publishing Ltd (0202 299900). It is fully SOR.

Name .....

Address .....

Postcode .....Phone number.....

REVIEW

NORMY'S BEACHBABE-O-RAMA

After learning that six beach babes needed rescuing, Phil King was into his Bermuda shorts and flip-flops before you could say 'EA's latest platform game'.

Since our preview in the last MEGA POWER, Electronic Arts have made many tweaks to this wacky platform adventure. For a start the story line has been altered. Instead of working for a law firm and delivering writs, Normy is now a surfer-dude who likes to play ball with the beach babes. But before his flip-flops hit the sand, all six 'goddesses' are whisked off by a passing flying saucer! As luck would have it, a passing pelican drops a bottle of Space 'n' Time suntan lotion. Sipping this magic liquid, Normy is zapped back in time to the stone age where Ogg the caveman has kidnapped Moon-Unit, the goddess of the waves.

This is the first of six time zones, each containing several scrolling stages filled with unique hazards and baddies. The stone age is populated by club-throwing cavemen, rock-throwing mammoths and tyrannosauruses. Touching any of these results in loss of energy, eventually removing one of Normy's three lives. More energy and the occasional extra life can be found, but falling down chasms or into the water is punished by instant death. To clear such hazards, Normy often needs to use his limited 'dashing' ability to run faster and perform a longer jump.

Instead of being armed with his original ping-pong bat and ball, Normy now fends off enemies with a mallet which fires an extending arm with a boxing glove on the end. Other weapons can be found throughout the levels, including rocks, spears and axes.

If Normy gets through the four prehistoric stages and defeats the end-of-level caveman, he's transported to medieval England. Though rather quaint, this place is populated by mad jesters, jousting knights and fire-breathing dragons. Further sections see Normy catapulted to the castle battlements, inhabited by axe-wielding executioners.

After defeating an evil sorceress, Normy proceeds to the jungle level. Containing hostile natives, dart-spitting gargoyles, sliding stone doors and massive rolling boulders, this level has more than a touch of Indiana Jones about it. One thing Indy didn't have, though, was the canoe which Normy paddles up the river. Another new trick is the way you can swing between vines – but your timing has to be precise.

Following this comes a trip to a Transylvanian castle inhabited by all manner of spooks and spectres. Normy goes into the future for the fifth level, set on the alien world of Planet X, before visiting hell itself. Populated by such despicable fiends as mime artists, bagpipes and computer nerds, this final level contains myriad fiery pits for poor Normy to tumble into if he's not careful.

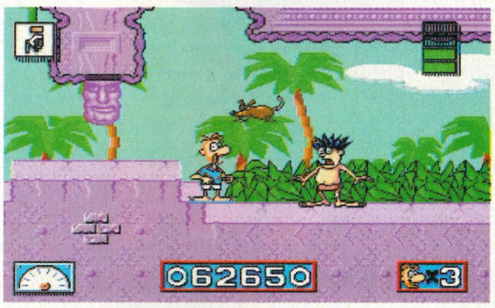
With each of the six levels comprising up to four large scrolling sections, *Normy's Beachbabe-O-Rama* is one humongous game. It also has plenty of variety with new things to see and do on each level, including the odd simple puzzle such as taking a baby dinosaur to its mother. Most of all, though, this game is packed with wacky humour that sets it well apart from the usual sickly sweet platform adventures.

I love games with a sense of humour, and Normy's Beachbabe-O-Rama is the funniest I've seen in a while. Riding dinosaurs, hopping over hippos and using extremely silly weapons (including a chicken) puts an instant smile on your face.

The first level is immediately playable as you bash cavemen and avoid swooping pterodactyls which try to carry you off. Particularly funny is the sight of a tyrannosaurus eating lunch, with a pair of caveman's legs sticking out of his mouth! Later levels have plenty more visual gags, as well as introducing new weapons, features and techniques such as diving under stone doors

My main reservation is that things can get a mite frustrating at times – even with the numerous restart points and continues. I often found myself falling into the water or down a gaping chasm after the smallest of errors, resulting in instant death. Also, the action is slow-paced compared with something like the Sonic series. Normy's is a pretty cool game that never hots up.

PHIL

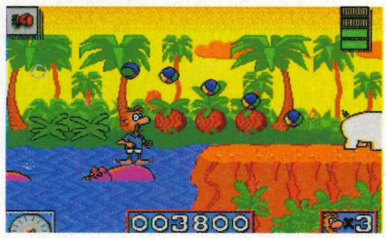


Me Normy, you Jane... or maybe not. Some of the natives in the 1930s Jungle level carry rats on their heads. Here one leaps off to attack Normy – quick, hit it with your mallet.

(Right) Aw! Normy returns a cute baby dinosaur to its doting mother. This has the purpose of making mum get her big head out of the way so Normy can continue to the right.

(Below) To get across long sections of water, Normy must jump onto the backs of pink hippos. Make one tiny error and the plucky hero falls in the drink and instantly loses a life – very frustrating.

(Left) The end of the Medieval level sees Normy up against a nasty sorceress who likes to turn herself into a fire-breathing dragon. Go on Normy, keep throwing those pies at her.



At various sections of the game, Normy gets a hand from friendly animals. Here he rides on the back of an elephant to safely cross those nasty wooden spikes.

on the button

A — If he has enough power, Normy goes into running mode. He can then do longer jumps and dive under hazards.

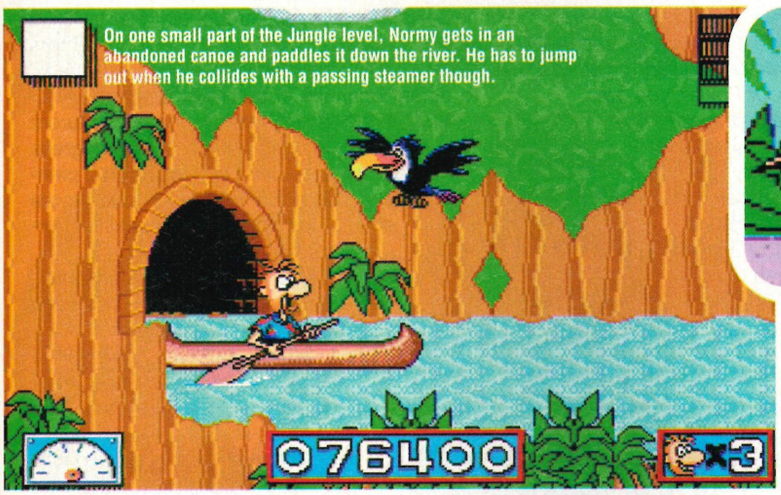
B — The all-important jump button. Press it when Normy lands on bouncy pigs to make him leap even higher.

C — This makes Normy fire whichever weapon he's carrying. These include mallets, stones and spears.

OVERALL %

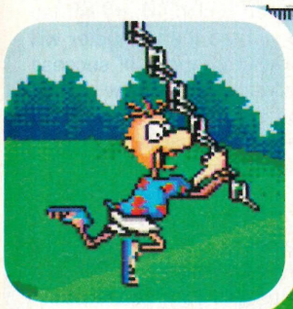
74

...frustrating at times – even with the numerous restart points and continues.

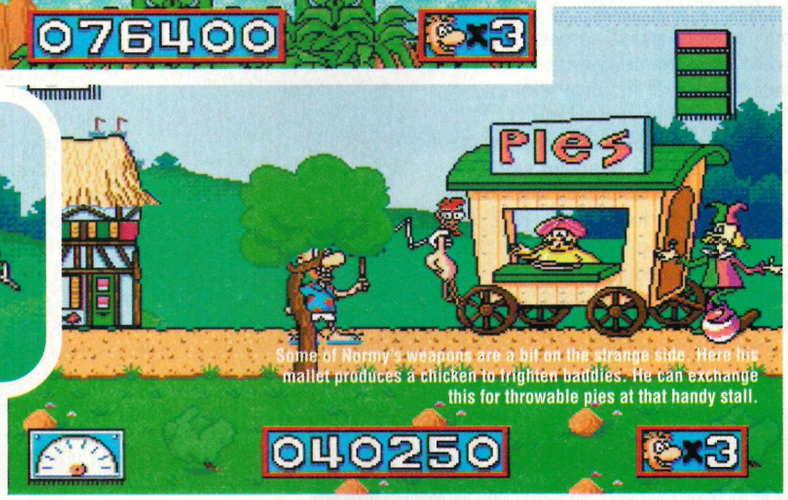


On one small part of the Jungle level, Normy gets in an abandoned canoe and paddles it down the river. He has to jump out when he collides with a passing steamer though.

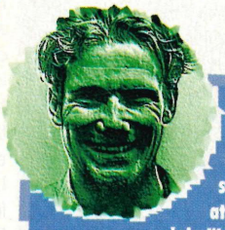
These Jungle natives are funny fellas. They scream with shock and poke each other in the eye.



Aaah-ee-ah-ee-aaah! Normy does his Tarzan impression, swinging on chains and vines in certain sections.



Some of Normy's weapons are a bit on the strange side. Here his mallet produces a chicken to frighten baddies. He can exchange this for throwable pies at that handy stall.



Well, I am reluctant to describe Normy as a surfer-dude because he's not – Normy to me is a scruffy time traveller, let's leave it at that. The story line is humorous: I do like the idea that all the babes have been whisked off and Normy is now travelling through time in search for them. The game itself is very diverse, ranging from the times of the dinosaur to alien planets. My main criticism is that it does play too slowly which often causes frustration, and when you do speed up you'll quite often find yourself hurtling into the water. The Normy character is slightly jerky, which becomes more apparent due to the lack of speed in the game. However, I'm not going to slag it off too much, as the game is at least large, and the different worlds and variable levels will keep your interest (but I'm not sure for how long). Normy's certainly not as cool as Sonic or Greendog, but he possesses a degree of chic that pulls this game out of the doldrums.

STEVE

MEGA POWER

MP FINAL VERDICT

"While *Normy* can't be classed as one fo the truly great platform games, it does has some interesting innovations. Most of all it's very funny, with new things to amuse you on every level. Good fun, if a mite frustrating at times."

10 9 8 7 6 5 4 3 2 1

BUBSY | NORMY | JAMES POND 3

NORMY'S BEACHBABE-O-RAMA

ELECTRONIC ARTS
£44.99
OUT APR

one player | 16Mbit | three continues | available in UK

GAMEPLAY	76
GRAPHICS	78
SOUND	74
ADDICTION	68

OVERALL %

74

INSTANT ACCESS

REVIEW

LUNAR-THE SI

1994 is going to see the release of a lot of huge roleplaying games on the Mega-CD: bad news for overworked reviewers like Steve. With tears in his eyes, after his usual severe beating, Lunar was thrust in front of MEGA POWER's Cornish surfer!

Alex, Luna, Ramus and Nall may be the main characters of this roleplaying extravaganza, but it is the game itself that is the real star, and a gold star to boot, forget all this silver rubbish. Personally, I would rather not waste copious hours playing these huge sprawling roleplaying affairs but I have to admit that Lunar – Silver Star is a top-notch piece of adventure software... probably the best example of the genre that I have seen.

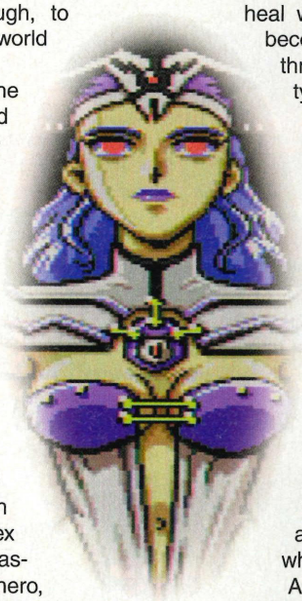
Wonderfully smooth and sooo big, this is a real treat for fans of games like Landstalker and Buck Rogers. Unfortunately, the sound capabilities of the Mega-CD are never really stretched to the full as the whole interactive side of the adventure is text intensive. However, the stunning animations and vibrant main-screen graphics more than make up for the annoyingly ambient backing tracks.

This game is an enormous challenge in a small box and will provide the perfect excuse for a lack of social life, or may even be the reason for it. Be warned, don't take this game home unless you are prepared to sit in a dark room with only your Mega-CD for company for hours and hours and months and months.

DAVE

Lunar – The Silver Star is, to say the least, one hell of a big game. Following the meandering path set by earlier roleplaying games like *Landstalker* and *Rings Of Power*, you are taken on a vast adventure through, to quote the manual, 'a spectacular world filled with magic'.

The story line typically follows the never-ending struggle between good and evil in a far-off fantastical kingdom called Lunar where, a long long time ago (heard that one before), the whole world was threatened with extinction by an evil force. The only way that Lunar can be saved from the fearful fate is to enlist the skill of four stout-hearted heroes, who would use their courage, wits and unique powers to save the day. Yep, this is where you come in.



Evil forces have threatened to destroy the once peaceful world of Lunar, so the emphasis has been placed on you to save the day. Alex dreams of taking his friends on fantastic adventures like his hero, Dragonmaster Dyne who unfortunately snuffed it whilst trying to save the land from the insane Black Dragon!

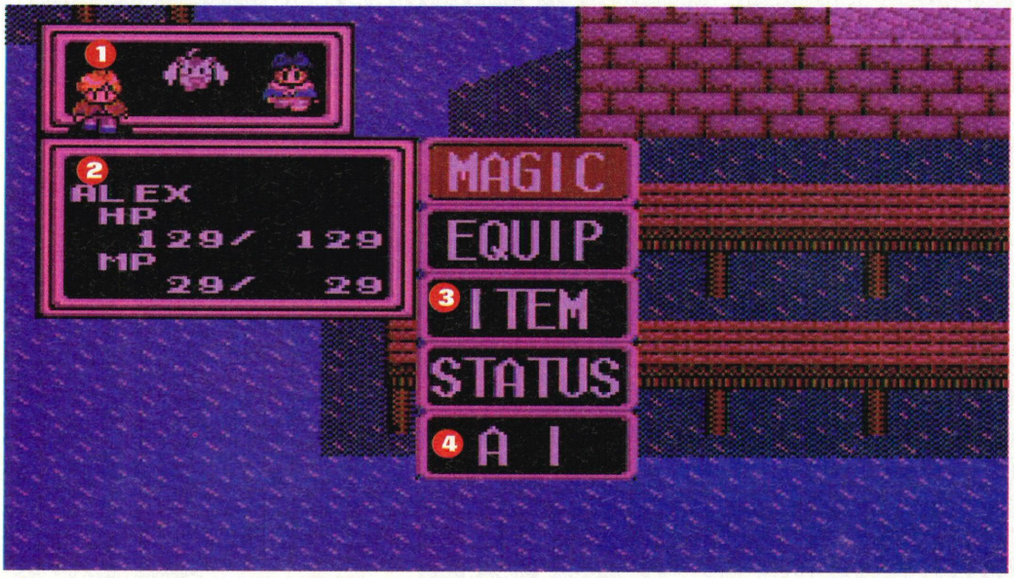
Starting out as Alex, you lead your loyal pals Ramus, Nall and Luna, throughout the perilous quest. You can switch between the four characters in order to utilise their individual skills and magic to defeat enemies in battle, or alternatively to heal when one of the young adventurers becomes injured. And as you progress through the worlds you are offered plenty of chances to collect even more magic and improve their abilities further still.

In battle our four brave adventurers come face to face with a wide variety of vicious mutants: dragons, albino baboons, and rather forceful bushes, which then reappear as vultures. You have the choice of standing your ground and fighting or turning tail and running away, which I must admit was my preferred option. There is also an option where the computer will weigh up your chances of success allowing you to see just how certain you may be of victory. This can save a lot of wasted effort fighting people who are just too strong for you.

As always it is essential to talk to absolutely everyone. This is the only way to progress in this game as the townsfolk give you most of the relevant information that will take you further upon your quest. If you require directions to a specific area or need to find certain people, all you have to do is ask everyone! It may take a while to get the information but it will be worth it.

You'll also need to visit the various shops to buy armour, weapons and items, all of which will help you to defeat the evil forces. Important information can also be purchased, along with a wide variety of magic potions. Money is sometimes given to you, but you'll mostly have to barter to receive goods.

You won't be disappointed by the size of *Lunar – The Silver Star*. It's massive and it packs in just about everything you could want from a quality roleplaying game. Ideal for someone with a few weeks to spare.



1. Here are the three characters in the game, which also can change with the addition of the fourth groover. This tells you who is on screen at the present time.
2. This box informs you of the state of your health. As is apparent, neither character is in danger of dying, so there's no point worrying yet.
3. The item box shows you what you have collected along your way. Items can be either bought, stolen or given to you, and are used throughout the game.
4. The AI box is your artificial intelligence. Accessing this will ask the computer what it would do – it then does it for you, saving you the bother.

Checking out the map shows Alex's various route options. Should he go this way, or should he go that way? Options are always open throughout this massive game.

LVER STAR

If you have a week or two spare then Lunar – The Silver Star might be for you. Oh, sorry I forgot to add, you also need to be a massive fan of roleplaying games to find this really appealing. Now, don't get me wrong, this is a very good game if you are into this genre, but personally I think that Lunar is rather specialist. I am sure that fans, and there are a large number of them, will rate Lunar very highly, but I just couldn't get into it. You do have to be dedicated to these games in order to stay with them right to the end, as you certainly cannot just pick them up and play for half an hour or so.

The graphics and sound are of a reasonable standard, but that is almost irrelevant to a product like this – it is the puzzles that really count and they are tough. I don't feel that this ranks alongside the likes of Landstalker, but for pure size it does have the slight advantage. Definitely one for die-hards only.

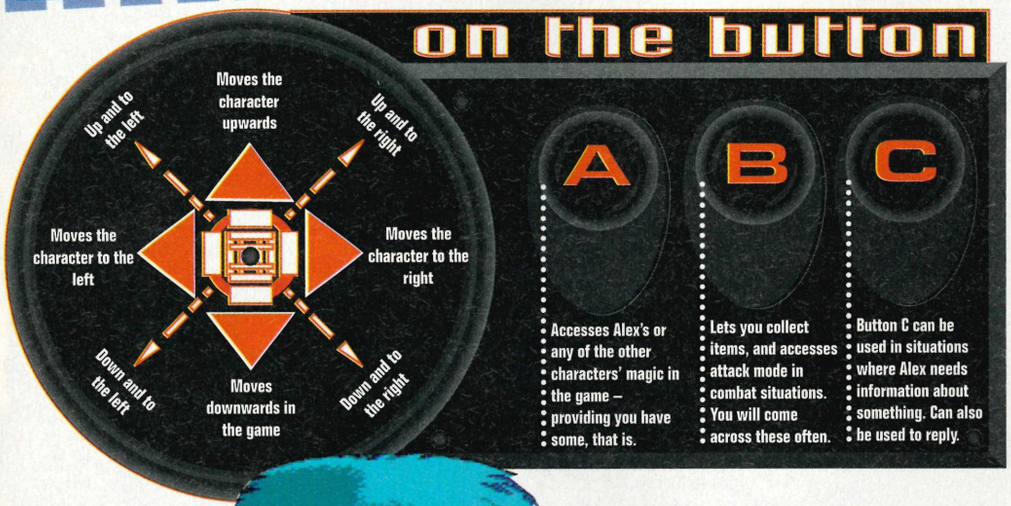
STEVE

OVERALL %

79

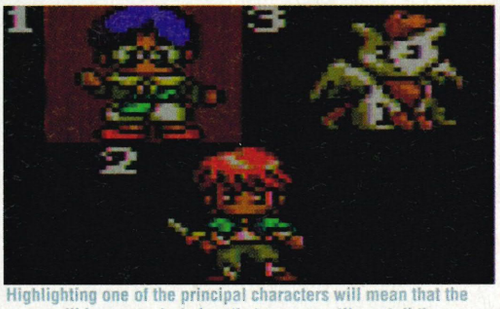
An enormous challenge that will provide the perfect excuse for a lack of social life.

on the button



These small stone monuments are often worth checking out. They reveal vital information that will assist Alex and his chums in their further travels.

The man himself. This is Alex and his pet Nall, shown here looking very at peace with the world. All this is about to change as this is taken before they set off on their adventure of a lifetime.

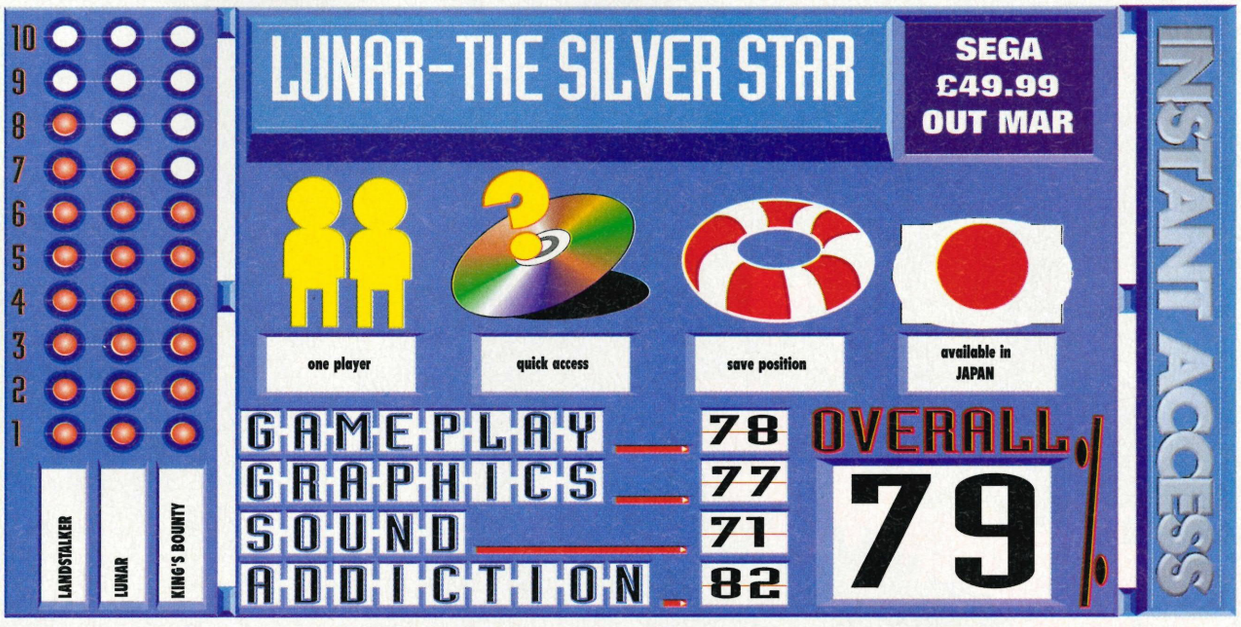


Highlighting one of the principal characters will mean that the game will be concentrated on that person until you tell the computer otherwise. Each person has different skills.

MEGA POWER

FINAL VERDICT

"*Lunar* is definitely one for those who like their games massive, and of course complex. All fans of RPGs will love this as the game offers everthing any avid roleplayer could want. If you're not into this genre, then steer clear."



sex, violence & videogames

In a continuation of the "video games can damage your health" theme, politicos and moral campaigners in the US have set their sights on video game violence. It figures, really. When an industry makes as much money as this one does, and is as popular with 'young people' (as the Press would describe you) it attracts flak; it happened to Rap, Heavy Metal and even television in the recent past. But video games have taken more hits than most: think back to the epilepsy scare of last year.

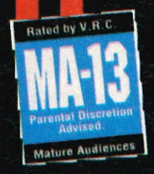
This time, the crusade has kicked off in the US and has some potential muscle behind it. On November 16th 1993, California's chief law enforcement officer no less, Daniel Lungren, Attorney General of the state of California, held a Press Conference in L.A. to discuss his concern at what he called the: "...shocking and obscene display of graphic, gratuitous violence..." in video games. The previous day, he sent letters to the American arms of Sega, Nintendo, Capcom, Acclaim and Hasbro in which he stated: "Our children are becoming desensitised to violence because of their constant contact with gratuitous violence throughout their everyday lives from all forms of the media, collegiate and professional sports and many facets of the entertainment industry.

"I am writing to you today to ask you to stop the manufacturing, licensing, distribution or sale of any video game that portrays graphic and gratuitous violence, including, but not limited to, the games Mortal Kombat and Night Trap.

"Let me be clear that I am not proposing legislation, government regulation or litigation to curtail the availability of these video games.

"Instead, I am appealing to your sense of corporate and personal responsibility: either remove the needless violence from the games or remove the games from the market."

Sega America, for their part, acknowledged Att. Gen. Lungren's concerns and, in their reply, pointed to the existing rating system they use in the US, through the Video Game Rating System. Another area they highlighted was the responsibility of American parents in deciding what was suitable for their children to play.

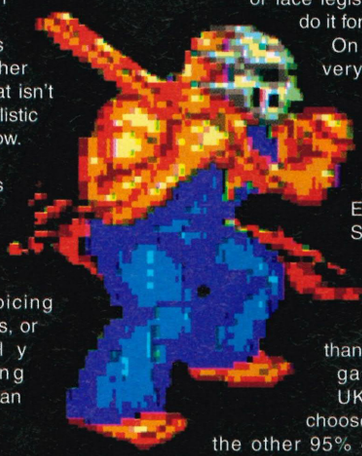


In the UK, Sega have been rating certain games as well as submitting them to the British Board of Film Classification (BBFC) where necessary. Night Trap, for example, picked up a 15 certificate, although the Sega version of Mortal Kombat (Acclaim) was never submitted, mainly because it falls into the grey area of not quite realistic images as far as the BBFC are concerned. Which is odd, since it's the title that has aroused the most concern in the US. As Nick Alexander, Sega Europe's boss, said at the time: "I think that our view, and I suspect the BBFC's view, would be that they're not realistic depictions of human beings...they're clearly cartoon-style graphics with people with huge bodies and great muscles and that is comic book stuff. Their view on other fighting games we showed them – Mortal Kombat isn't our game – was that these were clearly not realistic depictions; it's like Tom & Jerry violence, you know. This is not something they're concerned about."

It's interesting to wonder how different things would have been had Acclaim approached the BBFC for some kind of rating, isn't it?

At the moment, however, the focus is on America. Whether Att. Gen. Lungren is voicing genuine concerns, or merely looking for an easy ticket to re-election as some magazines have alleged, has become largely academic. Now the US Senate is involved, and along for the ride are representatives of the highly influential US Parents & Teachers Association (PTA).

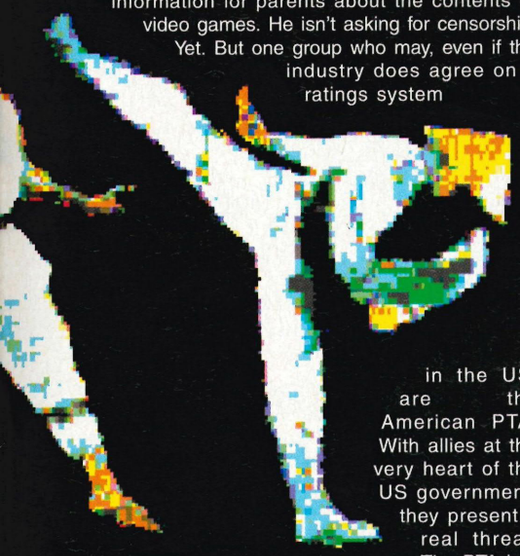
At the beginning of December, Senator Joe Lieberman presented a Bill to the Senate with the support of another Senator, Herb Cole. Essentially, the Bill gives members of the games industry 12 months to put their house in order, or face legislation that will do it for them.



On the face of it, it's very easy to argue that this is merely a knee jerk reaction, after all, according to estimates by Roger Bennett of the European Leisure Software Producers Association (ELSPA), beat 'em ups like Mortal Kombat account for less than five percent of the games market in the UK. As usual, the critics choose to ignore the fact that the other 95% of games sold are the Sonics and FIFA Soccers of this world, concentrating on games that are the exception, rather than the rule.

The worst part of all this, however, is the real possibility of legislation. At this year's CES in Las Vegas, the majority of publishers and developers agreed that a firm game ratings system needed to be adopted. A report in the industry's trade paper, CTW, on January 17th revealed that while everyone agreed that something needed to be done, there is still disagreement as to which system should be adopted. The organisation most expect to produce a standard in the US, the Software Publishers Association (SPA) still faces opposition from some firms, even though the majority of the SPA's 1100 members would appear to be in agreement. Even if the SPA and others settle on a ratings system, whether this would then be adopted by ELSPA's members in the UK, or if it would even be practical in this country, remains to be seen. Indeed, there may come a time when certain games are 'edited' for different territories. We've already had a taste of this with Final Fight CD; depending on where you lived (Europe, Japan or the US), you got to see more or less of Jessica's cleavage in the animated intro! On the SNES, Streetfighter 2 was originally far gorier in its Japanese

Quick, close the curtains – Big Brother has got his eye on you. Again. Yes, it's open season on gamesplayers again, as we suffer at the hands of vote-hungry politicians, sales-hungry newspapers and crusade-hungry Americans.



incarnation than the US and UK ones, for example.

The legislation proposed by Senator Lieberman at present calls on the industry to provide credible information for parents about the contents of video games. He isn't asking for censorship. Yet. But one group who may, even if the industry does agree on a ratings system in the US, are the American PTA. With allies at the very heart of the US government, they present a real threat. The PTA has strong ties with an organisation called the Parents Music Resource Centre (PMRC), set up a couple of years ago to provide mums and dads with information about the evils of rock music and rap, they were instrumental in forcing record companies to put advisory warnings on records which contained bad language, etc. One of its founders was Tipper Gore, the wife of the then Senator Al Gore. She's still Mrs Gore, but now her husband is the Vice President. It doesn't take too much imagination to work out how much damage she and her husband could do if they turned their attention to video games.

The question at the heart of the debate is simply this: does prolonged exposure to violence in video games desensitise players to violence in the real world. Unfortunately, no-one knows for sure since, for every study that says it does, another comes out to contradict it. Yeah, I hear you cry, but what about TV, the movies, even the news: don't they do as much – if not more – damage?

What the critics and crusaders are worried about is that since most players fall into the 8-18 age range, they're more susceptible to the images, and less able to separate reality from fantasy. Especially through a medium as interactive as video games.

A survey conducted by BMRB International for the UK computer company, Acorn, revealed the sheer level of ignorance amongst most parents as to the effects of video games. According to the survey, 60% of parents questioned believed that games could be harmful. Why do they think that? The simple answer has to be that the majority of parents don't have a clue about video games. Something that Sega have been trying to remedy both here and in the US. Indeed, part of Sega America's response to the flak levelled at them was to point to their attempts at educating parents through leaflets, etc.

The only reason this situation has arisen now is the sheer success of Mortal Kombat. We've seen far worse games published in the past three years, but none of them did as well as MK. By the middle of November last year, Acclaim were delightedly announcing that Mortal Kombat had shot past the three million sales mark, and showed every sign of hitting four million across the formats. It was one of the reasons for Acclaim's phenomenal success in 1993, helping them to profits of $28.2 million.

But success attracts jealousy. Perhaps that's one of the reasons why Mortal Kombat was singled out. It, along with Night Trap, enjoyed the brunt of criticism for two reasons: violence, and what could be seen as an ill-advised use of female actresses. And we're supposed to believe that these are the first – and worst – games of their type? Yeah, and monkeys might fly out of my butt...

What about the Splatterhouse series? Not only were they full of 'needless violence' as Dan Lungren calls it, but they even had that 'girl in jeopardy' theme. Why weren't they singled out? Because they didn't sell three million copies, of course.

Sex and violence have always been touchy subjects where 'young people' are concerned, and doubly so where a medium as interactive as video games are concerned. However, what the Press and politicos have failed to take into account is the fact that most of the offending titles are actually on computer formats. Ask any Amiga or PC owner. In playgrounds across the land, floppies full of hard-core porn are changing hands, all courtesy of bulletin boards. Even the Apple Mac isn't immune; at the recent Apple Expo show, hard-core porn CD-ROMs were selling like hot cakes. All illegal, and all very un-Sega.

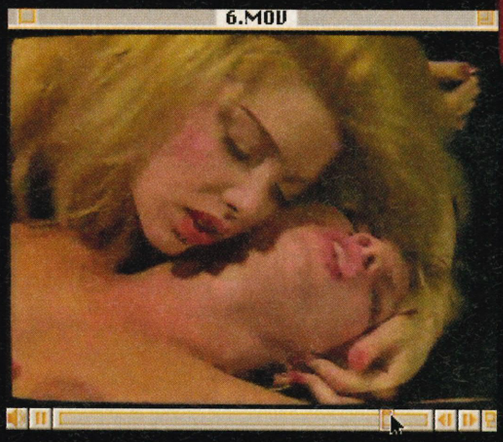
No-one could seriously imagine that Sega would knowingly sell a product that was patently pornographic or realistically violent. What Sega want – what they need – is parental approval and acceptance; after all, games cost money, and although a lot of us cough up for our own, there are still plenty of mums and dads who control the console purse strings.

Titles like Mortal Kombat, Eternal Champions and Streetfighter 2 are merely games, not simulations. While they may get the adrenaline pumping, they're no worse than the likes of the WWF, even though the player is in control.

sex, violence & videogames

WE STAND ACCUSED...

CLOCKWISE FROM ABOVE: The babes from *Night Trap* try to work out what all the fuss is about, whilst Rayden only has himself to blame as he disembodies his opponent in the much talked about *Mortal Kombat*. Jason gets to grips with putrid legions of zombies in the gorey *Splatterhouse 3*. It all seems a bit tame, however, compared to the kind of software available for more 'acceptable' machines [below].



But do they make you more violent? Well, according to a study by the Communications Research Group of Aston University in Birmingham, the answer isn't as cut and dried as the campaigners would like to think. Of the children questioned, around 19% admitted to becoming more violent, but this evidenced itself only as play fighting; like pretending to be Ken or Ryu after a game of Streetfighter 2 with their mates. In this respect, video games are no worse or better than any other form of entertainment. Twenty years ago, it was Japs and Commandos that kids played, last year everybody wanted to be Hulk Hogan and the Ultimate Warrior: this year it's characters from Mortal Kombat and Streetfighter 2. And kids *know* that the games the play aren't real, which is an important consideration.

Television, for instance, is a controlled environment. Think of all the doddery old ladies you know who believe that the soap operas they watch are real, that Pauline Fowler is actually a living, breathing person and compare that with the act of turning on a console and shoving a cartridge in the port. You have control, and you would have to be possessed of a brain the size of a walnut not to realise that what was on your screen was not real life!

Unfortunately, as has been proven time and time again, most politicians and rent-a-quote merchants *do* have brains the size of walnuts, and are all too happy to comment without actually experiencing the games for themselves.

Violence in games is something that could become a problem as we usher in new technology and high tech consoles. As games become more and more realistic, then there is the potential for damage, but that's still on the horizon. In the meantime, most software producers would agree that the games currently on the market are merely diverting entertainment, and not a threat to the mental health of the nation's 'young people' (and don't you just hate that phrase?).

The only problem is that the people who would censor video games never listen to the software producers, as the response to Sega America's statement proves. Even in this country, self-appointed guardians of the nation's moral values are beginning to ask questions about video games violence. The Daily Mail, hardly recognised for its liberal views, was one of the first papers to publish an inaccurate and OTT attack on Night Trap. Now it's turning its attention to console violence.

At the end of January, it ran a piece entitled, 'Violence in the playground is computer-enhanced say heads'. The gist of this was a report in the Times Educational Supplement, which quoted a survey of head teachers: "Rising aggression in primary schools is being blamed on pupils mimicking television and computer game violence.

"Many children, 'desensitised' by what they see on small screens, cannot distinguish between reality and fantasy..." stated the article, offering two specific examples. One concerned a headteacher from Northamptonshire who: "...banned 'mock' fighting when he spotted pupils 'pretending to kick and inevitably make someone cry' after seeing computer games such as Streetfighter." Wrong name aside, if simply 'seeing' games like Streetfighter 2 makes you 'mock' fight, think about how violent you'll get if you actually play it!

The problem is, of course, that people believe what they read in the paper. Even in the Daily Mail.

ELSPA's members, aware of people's concern about the possible effects of violence on younger players, have finally all agreed to fall in line with a voluntary Code of Practice drawn up in conjunction with the influential Video Standards Council. This means that UK and European software houses will ensure that their games don't breach the 1984 Video Recordings Act, which Sega have always attempted to work within, anyway, as Nick Alexander was at pains to point out when we last spoke to him. It's believed, too, that video games will all be age-rated as the next step in the UK, as well as featuring information for parents. And all this without any harassment from the government, and before our American counterparts.

Whether this will silence the critics is anyone's guess, but better the industry self-regulates, than allows the government to do it for them. The downsides, of course, are that if you're under-age, you won't be able to buy certain games: providing shopkeepers follow the rules, of course.

As it stands, console games are still full of cartoon violence, although Digital Video and true FMV are only around the corner. Whether things will need to be changed again then will be something for Sega to worry about once Saturn is on the shelves. In the meantime, we can carry on playing Mortal Kombat, safe in the knowledge that 99% of us can separate fantasy from reality on the screen. You tell me which is more realistic: Mortal Kombat on the Mega Drive or Silence Of The Lambs, Aliens, Predator, Zombies Dawn of the Dead and a thousand other horror films on video? If Americans want to control the amount of violence we're subjected to by the media, then they should sack make-up artists, special effects men and scriptwriters first of all. And the best part of the whole argument is that while all this was going on in America, at the same time, the entire country was watching the live trial of Lorena Bobbit on prime time television. They wanted to know whether she would be convicted after *cutting off* her husbands penis and throwing it in a field.

So the moral is that while every two hours in America – a country with more firearms than common sense – someone under the age of 18 is killed by gunfire, a place where it's okay to fill children's heads with talk of bitten-off genitals; allowing them to play video games where one pixelated sprite pulls out another sprite's animated spine is a no-no. Only in America. You're barking up the wrong tree, Senator. And the latest news from the US would suggest that Sega America have bowed to pressure and will cease manufacture of Night Trap.

Let's hope that Britain, traditionally three months behind the US when it comes to policy matters, realises that censoring video games isn't the problem...

SUPER GAMER

FROM THE CREATORS OF SUPER XS & SUPER PRO

THE ULTIMATE NINTENDO MAGAZINE!

THE BIGGEST – 132 pages devoted solely to Nintendo games!

THE FASTEST – all the latest news on forthcoming titles, and reports on Nintendo's newest hardware!

THE DEEPEST – incorporates SUPER XS, with fully mapped solutions to all the top titles, and *every* cheat for *every* Nintendo game!

THE BEST!

ISSUE 1 ON SALE MARCH 3!

To reserve a copy of SUPER GAMER, hand this form to your newsagent.

Dear Newsagent,
Please reserve me a copy of SUPER GAMER – the ultimate Nintendo magazine!
SUPER GAMER #1 is on sale on March 3, priced £2.50.
SUPER GAMER is distributed by Seymour Ltd (081) 679 1899 and published by Paragon Publishing (0202) 299900. It is fully SOR.

Name.....
Address.....
.....
.....
Postcode.....**Tel**.....

A–Z of tips

Tips, tips and yet more tips are what we've got here. In the A–Z of Tips we aim to give you the most useful tips we can find for every game on the Mega Drive and Mega–CD. Updated every month, you can easily spot our newest tips as they are highlighted in red.
But it doesn't stop there. If you send us some new tips and we reckon they're good enough to print, we'll send you a £5 software voucher. So do write in and help make this the best guide around.

AFTERBURNER 2
Level select
Hold A, B, C and press START on the title screen to enter a level select. Use the joypad to select a level, then press START to play.
Extra continue
When "game over" appears press LEFT, LEFT, LEFT, B, B, B, C, C, C, START.
Level skip
When "game over" appears hold down A, B, C and START on joypad two. Release and start on any stage up to 20.

AIR DIVER
Invulnerability
Go to the map screen and place the cursor over an area where there are no enemies. Hold START and press A, B, C, A, A, B, C, B, A and B. Now hold START until the game commences.

AISLE LORD
Avoid combats
Go to the config screen and choose no sound effects. Now press A, B, C, C, B, A, B, A, C, A, C, B, A. The screen flashes to confirm the cheat.

ALADDIN
Level skip
Pause the game and press A, B, B, A, A, B, B, A. The level will now be completed.

ALESTE
Level select
From the title screen, reset the Mega Drive ten times. Now enter the options screen while holding LEFT-DOWN. You should get an extra select option.
Extra continues
Pause the game and press UP, UP, UP, DOWN, DOWN, LEFT, LEFT, LEFT, RIGHT, RIGHT, C, C, B, A and START for 20 continues.

ALEX KIDD IN ENCHANTED CASTLE
Avoid sub-game
To continue the game without having to play scissors-paper-stone, go to any boss and as soon as the chit-chat is out of the way, press START to get the select screen, then START again to proceed.

ALIEN^3
Level select
Plug two controllers into the Mega Drive and go to the options screen. Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN on the second joypad and you will hear a power-up noise. Start the game, then pause it. On pad one press C, A and B to skip the level.

ALIEN STORM
Unlimited continues
Choose Scooter. When your life gets to zero, self-destruct and you can carry on without dying.

lives.

CASTLE OF ILLUSION
Extra life
Keep pressing START when your score's being added after each round for an extra life.

CENTURION
Password
Want the world? Type in this code.
QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN
Level jump
In the practice mode, jump on the platform above the air portal then go right onto the small platform. Press START and choose Alchemy. Return Chakan to the Navigation level and the first 12 levels will be completed

CHUCK ROCK
Level select
On the title screen press A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT, A. The guitarist stops playing and smiles. Press A, B and C together to make him smile again. Start playing and use the following combinations to skip levels:
A and UP – forward one level
A and RIGHT - forward one stage
A and DOWN – back one level
A and LEFT - back one stage

COOL SPOT
Level select, time, health
Pause the game and press A, B, C, B, A, C, A, B, C, B, A, C then unpause.

CRUEBALL
Level select
Listen to level six on the sound test, then press A, C, A and B followed by START. During the game, press B and UP to advance levels.

CURSE
Level select
Press RESET, then button A and START. You'll then enter the config screen and be able to choose your start level.

CYBERBALL
Password
Enter CGBB B8FB BB2V to win the game with the Chicago Killers.

DANGEROUS SEED
Extra credits

FAERYTALE ADVENTURE
View ending
Enter your password as:
7R2KUL6RSZXSK6NHGS
DCB720663RI2HO785P

FANTASIA
Extra items
Start stage one, go down the stairs and shoot at the two enemies. Two brooms will appear from the right. Take these to the left and shoot the first one, then loads of items will appear.

FASTEST ONE
Invincible tyres
Choose World Championship Mode and enter HAPPY NEW YEAR as your name.
Better tyres
Press A and START together to enter a hidden option screen.

FATAL FURY
Infinite continues
On the continue screen, hold UP and press A, B and C together. Let go and press them again and the credits will pop up each time you do it.

FERIOS
Extra credits
When Chapter 1: Devil in Diros comes on screen, press C, A, B, A, C, A, B, A.

FIGHTING MASTERS
Same players
When selecting the first player, put your cursor over your character and press UP and A simultaneously. Player two will now also appear as this monster.

FIRE MUSTANG
Extra life Just hold LEFT and C then press START on the title screen.

FIRE SHARK
Level select
Go to the level info screen and press A, C, UP and START to enter the round number.

FLASHBACK
Level codes
Level 7 (easy) – INCBIN
Level 7 (normal) – CLIP
Level 7 (hard) – KALIMA
Last code – CYGNUS

HERZOG ZWEI
Password
Use JLJOIGLAOKN to get to the last level.

HUMANS
Passwords
Level 60 – YNTBXYJYNWLK
Level 70 – VMPKNRSXXYTR
Level 80 – XPMNWJKPNQZC

THE IMMORTAL
Invincibility
Wait for the level name to appear then hold START. Now hold A until the game appears and finally release A to initiate invincibility.

INDIANA JONES & THE LAST CRUSADE
Level select
On the Lucasfilm logo, press A, B, C, B, C, A, C, A, B. The level option should show SHHHHHHH.

INSPECTOR X
Infinite credits
When the continue option comes up after dying, hold DOWN-RIGHT and hammer away at the C button until the credits start to climb.

JAMES POND
Open all exits
Press C, LEFT and START on the title screen. When playing, press A, B and C while rotating the joypad to open the doors on the level.

JAMES POND II: ROBOCOD
Level select
On the title screen press A, C, DOWN, LEFT and START, then before you know it, a level select will be yours.
Invincibility
On the first roof, collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap.
Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman.

JAMES "BUSTER" DOUGLAS
Extra continues
Wait for the Game Over message to appear then press UP and START together. You can only do this once, so only use it when you've got a chance.

JENNIFER CAPRIATI TENNIS
Change attributes
Enter the password CONFIG and fill up the rest of the space with dots.
Male players password

ALISIA DRAGOON
Level select
Hold A after the Sega logo has disappeared and then press B till Gainax is whisked away. Now hold C and press START when the stars come out. A chime will confirm the cheat. During the game, press C to skip the level and B with UP to increase your hit points.

ALTERED BEAST
Infinite continues
Press START and A on the title screen to continue from the last game played.
Character select
On the title screen hold LEFT-DOWN, A, B, C and START to select the character you play.
Extra options
Press START and B on the title screen for more options.

ANOTHER WORLD
Level codes
Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS
Easy scoring
Vinny's the best character. So start with the ball and pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot and you'll nearly always get a three-pointer.

ARCUS ODYSSEY
Level jump
Enter EEEEEEEEEE as the password to start on level five with six reverse dolls.

ARNOLD PALMER GOLF
Super shot
Enter your name as EVE and you will be able to hit the ball great distances.
Hidden game
Take over 100 shots on a hole. Wait for game over, then press A, B, C and UP for a hidden game of Fantasy Zone.

ARROW FLASH
Better flash
Set the arrow flash to charge and then watch the demo. If the arrow flashes, you'll have a longer lasting arrow flash.

AYRTON SENNA'S SMGP 2
End password
Use SENNA or CHAMPION as your password to see the end of the game.

BACK TO THE FUTURE 3
Stage select
Pause the game, hold A and press UP, DOWN, LEFT and RIGHT to go forward a level.

BAD OMEN
99 balls
During the title menu press buttons A and C together, then START. The screen switches and you will notice that your ball stock has increased to 99.

BATMAN: REVENGE OF THE JOKER
Passwords
Stage 6 guardian: 6300
Stage 7 guardian: 7200
Cheat
You don't lose your invincibility capsules when you die, so you collect them again and again after dying, storing up dozens to use against the bosses.

BATTLEMANIA
Strange scene
When the Sega logo appears, frantically press START on the second joypad and something weird will happen.

BATTLETOADS
Level three warp
Battletoad-butt the two pigs at the start of the first level and run to the first platform to find a glowing warp. Quickly walk into it and you're offered the chance to warp up to two levels.

BIO HAZARD BATTLE
Level select
When the Sega logo appears, hold C and press UP, UP-RIGHT, DOWN-RIGHT, DOWN-LEFT, LEFT, UP-LEFT and UP. Then press START for a level select.

BULLS VS LAKERS
Codes
End-Game: SXMBBBBF
Playing as the Bulls in the Final with a 3–0 lead: SXSBFBBC

BURNING FORCE
Extra lives
When the title screen disappears, press B, A, B, A, A, C, A, A and START to get ten more

Start the game and press LEFT, LEFT, LEFT, DOWN, RIGHT, LEFT and RIGHT on the title screen for 99 credits.

DARIUS 2
Zone select
Press C, A, C, B, C, A, B, A, B, C, A on the title screen.

DAVID ROBINSON'S SUPREME COURT
Team tip
Choose Detroit and always shoot three-point shots: nine out of ten will go in.

DEADLY MOVES
Password
For maximum power against Ranker, enter this code:
MPV XRPO JM7

DECAPATTACK
Extra lives
You can get extra lives by jumping straight down onto the springy poles. As you hit the top keep springing up and down and the pole segments should light up. When they're all lit you have an extra life.

DESERT STRIKE
Extra lives
To add ten lives to your Apache, enter the password BQQQAEZ and any level password.
Level codes
Level 2 — WQJROBZ
Level 3 — VLJKKTY
Level 4 — BTTIKLK

DRAGON'S FURY
33 balls
Try entering 0956335555 as the password for 33 balls.

DEVILISH
99 balls
On the title screen, hold A, C and LEFT , then press START.

DINOLAND
Test card
When the Wolf Team logo's onscreen, press A, B, C and then START.

DJ BOY
Action replay
Watch the demo when you've completed a game – it's your game over again!

EA HOCKEY
Best shots
Slap shot from the blue line, using LEFT and RIGHT to direct the puck. Close shots are best performed slowly with lots of dribbling directly at the keeper and then pressing C.

ECCO THE DOLPHIN
Level select
Enter PLEASE on the title screen followed by any of these letters:
EE, FF, GG, HH, II, KK, OO, QQ, UU, WW or ZZ.
Code
Enter SHARKFIN and press START. Your sonar now kills jellyfish and you don't need to go up for air.
Infinite lives
Enter the code NIHPLODS.
Invincibility
During the explanation of the next level, hold A and START. Unpause and you'll be invincible.

ELEMENTAL MASTER
Hidden options
Press A and START together to enter a hidden option screen

EL VIENTO
Level select
Press START during the game, then UP, LEFT, RIGHT, DOWN and B to jump to the next stage.

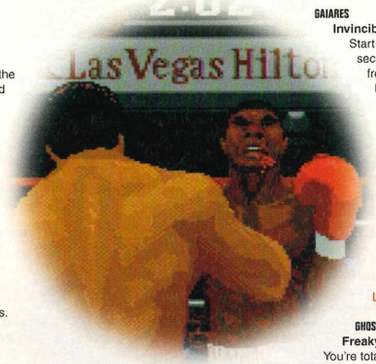
ESWAT
Level select
When you complete the game properly, you can go to any level by pressing RIGHT-DOWN and A, B, and C simultaneously on the title screen. Just press START to get the select.

EVANDER HOLYFIELD'S BOXING
Green goddess
Start a new career and enter your name as The Beast. You'll turn green and have superhuman abilities.

EUROPEAN CLUB SOCCER
Win any match
Enter the password QUITTER. When you quit the match, you'll win the game.

Password
Enter A63UAA61AA to get into the final.

F-1 CIRCUS
View ending
Choose world championship. Enter your name then press UP-LEFT, B and START.



FORGOTTEN WORLDS
Infinite continues
Start in two-player mode, then when player one kicks the bucket, just press player two's START button rapidly to get him in the game.

GADGET TWINS
Level select
When the two planes appear, press C, A, RIGHT, LEFT, then repeat.

GAIN GROUND
Level select
On the options screen press A, C, B, C.

GAIARES
Invincibility
Start playing then pause the game. Hold LEFT, A and C for a second then continue the game and you should be trouble-free.
Level select
Plug in two controllers and press START and B on pad one to go to the options screen. Select tune 18 and hold down A on pad two then select exit with pad one. Still holding A, press C on pad one and hold them down until the Sega logo disappears. Now press START for a level select.

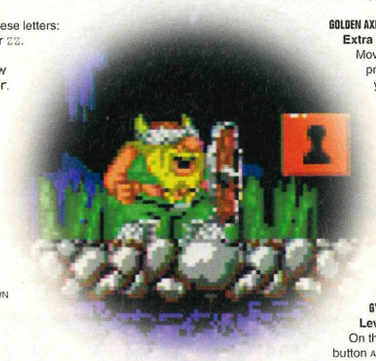
GALAHAD
Infinite lives
Type in LTUS as your password then press A, B, C and START to skip levels.
Level codes
Level 2 – ZXSP
Level 3 – LVFT

GHOSTBUSTERS
Freaky stairs
You're totally immune to the ghosts while on the stairs.

GHOULS 'N' GHOSTS
Invincibility
Go to the options screen four times. When you get back to the title screen press A, A, A, UP, UP, LEFT, RIGHT, LEFT and RIGHT. Then hold B and press START to enter the fray unharmed.

GLOBAL GLADIATORS
Level skip
Pause the game and press B, C, B, A, B, B, C, B, A, B. Unpause.
Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE
Level select
Hold DOWN-RIGHT, B and START simultaneously on the title screen.



GOLDEN AXE II
Extra credits
Move the cursor to the Options choice on the title screen and press A, B and C simultaneously. Keep them held down until you enter the options screen, then let go of A. Move to the Exit option and press START. Choose one or two players then a normal game by pressing A. Credits should now be eight.

GRANADA
Dopey git
Once you've completed the game, wait till the music's finished and press A. Now your character will fall over – straaaange.

GRANDSLAM TENNIS
Hidden options
Enter CONFIG followed by full stops as your password.

GYNOUG
Level select
On the options screen, put the cursor on 'controls'. Hold down button A for about five seconds to bring up a level-select screen.
Easy mode
On the options screen, put the cursor on 'game level' and hold down A, B, C and START simultaneously.
Infinite credits
When the Game Over message appears, hold LEFT, A, C and START.

HARD DRIVIN'
Easier challenge
You don't have to race the Phantom Photon on the stunt track, just smash through the barrier to go around the speed track instead.

HEAVY UNIT
New skill level
Hit A, B, C, START on the title screen.
HELLFIRE
Extra continues
Choose hard from the options screen then go to the sound select and listen to any tune for 70 seconds. The game should start and replace the difficulty setting with "YEAH RIGHT". Cheat mode is now active and you have 99 continues.

To obtain male players, enter the following password: GRAND.SLAM..

JOHN MADDEN '92
Passwords
0465100 – quarter-finals
0075121 – semi-finals
0475352 – superbowl

JUNGLE STRIKE
Password cheat
By changing the first letter of most passwords, you can usually access about six other levels. Also, the password BNSH3N6MHJK puts you on level one with four lives and the ability to select your preferred co-pilot.
Level codes
Level 2 – RLSMJFYBLML
Level 3 – 9V6JV4MGDBS
Level 4 – XTMCR9WNMCJ
Level 5 – VNPYV6PC3X4
Level 6 – W6MDY39VSPP
Level 7 – THCYV4MHPPM
Level 8 – 7GBTNL6MHH4
Level 9 – N4SG3N6MHHS

KID CHAMELEON
Final guardian
Go to the Lake Woods 2 level. Fight your way to the end and jump onto the last prize block above the exit. Now press DOWN-RIGHT and then press the jump and special attack buttons to warp to Plethora.

KING'S BOUNTY
Password
VRP 06 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

KLAX
Special gems
On the title screen, hold LEFT-UP, A, B, C and START for a special game.

KRUSTY'S SUPER FUN HOUSE
Open all doors
Enter SMAILLIW as the password.

LAKERS VS CELTICS
Password
3L2GJS – LA Lakers vs Philadelphia 76ers

LEMMINGS
Sunsoft passwords
Level 25 – BWFRB
Level 30 – CBMFL

LHX ATTACK CHOPPER
Passwords
Plain Aria – CQIERDG
Domino Mirror – CSIEIYE
Freedom Train – CSIEAZE

LOTUS TURBO CHALLENGE
Passwords
SLUGPACE – infinite turbos
MANSELL – invulnerable

M1 ABRAMS BATTLE TANK
Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, C, B, C, B, B, C and START.

MARIO LEMIEUX HOCKEY
Password
This is the password to play Detroit Vs Montreal in the final:
K45C LVA5 8E23

MARVEL LAND
Password
TRIDENT – last section

MASTER OF MONSTERS
End sequence
Press A, B, C and START on the sound test screen.

MEGA-LO-MANIA
Passwords
Level 8 – JSVADMMBQHY
Level 10 – KLFDZFMWMW

MERCS
Tougher game
Go to Commando mode and press A, B, C at the same time, then press START while holding the buttons. Enemies will now be faster and more intelligent.

MIDNIGHT RESISTANCE
Level skip
On the title screen, hold C then press START. During play, pause the game then press A

A-Z of tips

MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA DRIVE.MEGA

to skip a level.

MIKE DITKA FOOTBALL
Easy touchdown
On offence, select a punt. When the play is chosen and you return to the pitch, substitute your punter for a fastish guy. Snap the ball and run back five yards; now run to the sideline and up it. You can score easily as you opponent's defence is frozen.

MOONWALKER
Level select
Hold UP-LEFT and A on the second controller, then press START on the first controller and select a one-player game.

MORTAL KOMBAT
Full gore
When it talks about codes enter A, B, A, C, A, B, B.
Cheat
Enter DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN on the title screen.

MUHAMMAD ALI HEAVYWEIGHT BOXING
Fight Ali
Simulation – H07KKKCZ
Arcade – 007KKKCZ

THE NEW ZEALAND STORY
Increase credits
While the demo is playing, rotate the controller clockwise a few times. You should now have nine credits when you play the game.

ONSLAUGHT
Password
Enter zeros as your password to complete everything but the easy mountainous section.

OUTLANDER
Passwords
Level 3 – P69H0SK7YCKCX
Level 4 – TZZY2159Q9YK80

OUT RUN
Hyper mode
Press C ten times on the title screen, then go to the options screen and choose the new option.
End sequence
Enter your name as ENDING on the high-score table.

PHANTASY STAR 2
Enhanced life
Keep pressing B and C while you're walking along to open and close the menu. A flaw in game means monsters will rarely attack you now.

PHELIOS
Extra continues
On the Chapter One screen, press C, A, B, A, C, A, B, A for six continues.

PGA TOUR GOLF II
Confuse computer
Select a Skins game versus the computer. When he's on the green, press START, then choose Green from the menu and press A. Now move the cursor in any direction, press START and the computer will take the shot you've set up.

PIT-FIGHTER
Extra continues
Get to level eight with one-player then pause the game and plug in the second controller. Unpause the game and press START on the second controller. Select your fighter and you will start with three continues. Now just beat up your former fighter and continue on through the game.

POPULOUS
Level select
Just type in the level you require, followed by BIT. For example, use the password 480BIT to get to level 480.

POPULOUS II: TWO TRIBES
Passwords
EXPERIMENT – maximum experience
HUMANOID – more Mana
WIBBLE – all FX
NOT HALF – game 999
Level 11 – A Private Thunder Created the Powder

SAINT SWORD
Password
Level six – TAITOZ

SD VALIS
Invincibility
On the title screen press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START.

SHADOW DANCER
Level select
Press A, B, C and START.

SHADOW OF THE BEAST
Infinite energy
Complete a game and enter your name as ZQX. Then hold A, B, C and START. During a game, your energy will still countdown, but will reset to 12 when it reaches zero.

SHINING FORCE
Forbidden box
Hold UP and START on the second joypad then turn the machine on. During the Sega screen, hold A and START on player one's pad, and A and C on the second pad. Start on any stage and you'll have the forbidden box, which raises your party's level to 19 if used.

SHINING IN THE DARKNESS
Gold spree
Obtain a magic item that will become redundant after one use then take it to the shop to be repaired. Make sure you have less money than the repair costs, then go to sleep for one night, return to the shop in the morning and you will have tons of gold coins.

SMASH TV
Level skip
On the title screen, press UP, DOWN, UP, DOWN, LEFT, RIGHT and LEFT to leap to Mutoid man.

SOL-FEACE
Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and START. Go to the config level and put the cursor on Start. Choose the level number from here. During a game, press A, B and C simultaneously to skip a level.

SONIC
Level select
This is notoriously difficult to enter so do persevere because it does work. On the title screen (when Sonic's wagging his finger), push UP, DOWN, LEFT, RIGHT, A, C, B and C. You should hear a small noise if it's worked. Then press A and START simultaneously to enter the special options screen.

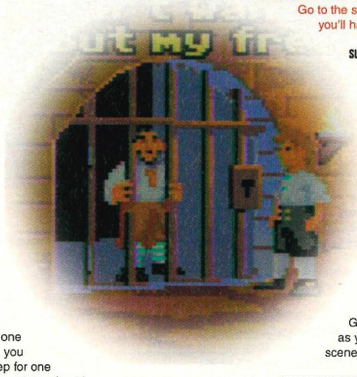
SONIC 2
Level select
Go to the sound test option and play sounds 19, 65, 09 and 17. Now press A and START on the title screen.
Slo-mo Sonic
Enter the level-select cheat and during play, press START to pause the game. Hold button B down and you can move Sonic around in slow motion, pressing C or A to jump (be careful not to press button A without B – it resets the game).
Infinite lives
In two-player mode, let one character win and the other die. Repeat until the Game Over screen appears. On the following level, the 'dead' character will have infinite lives. You can then repeat the procedure for the other character.

SONIC 2
Super Sonic
Play 04, 01, 02, 06 on the sound test screen, then collect 50 rings in the game. Now when you press B and C you'll go Super Sonic!

SPACE HARRIER 2
While the master laughs away to himself at the beginning of the level, hold DOWN and press A, C, B, C and A.

SWORD OF SODAN
Level skip
Get four potions and gulp them all at once to jump forward a level.

SUNSET RIDERS
Extra credits
Go to the sound option and listen to 0–E. When you return to the game you'll have more credits than usual.



SUPER FANTASY ZONE
Level skip
Connect two joypads to the machine. Pause the game with the first joypad. Press B on the second pad whilst holding DOWN-LEFT and START. "Pass" should appear onscreen so press C on the first pad to jump forward a level.

SUPER HANG-ON
Password
5FF3F546F35564
FF0SLPIMFJQNKS – end sequence

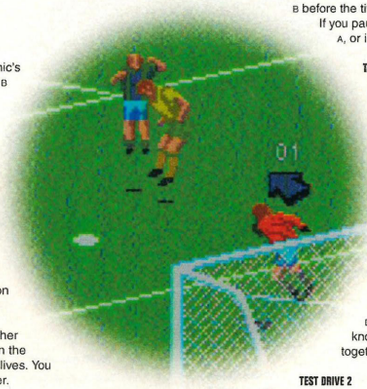
SUPER LEAGUE
Password
JORQWVVRROOQSHPQGUDEAM – four-game lead

SUPER MONACO GP
Lose your head
Get in the top three in a wet race and keep A, B and C pressed as you cross the finish line. Then just wait for the prize-giving scene.

SUPER THUNDERBLADE
Level select
On the title screen, press A, UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN and UP. Then press UP and START together.

SWORD OF VERMILLION
Test mode
To listen to the music, press A, B, C and START together on the title screen using the second controller.

TASK FORCE HARRIER EX
Secret options
Hold A and turn on the Mega Drive. Now press UP, DOWN, LEFT, RIGHT, A, B, A, C, and B before the title stops. There are now new choices on the options screen.
If you pause the game while playing, you can skip a level by pressing A, or initiate slow motion by pressing B quickly.



TAZ-MANIA
Level select
Plug in two controllers. On the intro screen hold A, B and C on both pads then press START on both. You'll hear a chime, then start the game. Pause the game, then press B and C on the first pad to bring up the level select.
Infinite lives
Enter FFD45 on the password screen.

TECHNOCOP
Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2
Level skip
When you see "Press start" at the beginning, press UP, DOWN, LEFT and RIGHT in sequence three times. You'll soon know if you've done it properly! During the game press B and C together to jump to the end of the level.

TEST DRIVE 2
Secret options
Start driving and press A, B, and C together to adjust the car's parameters.

THUNDERFORCE III
Full power-ups
Pause the game then press UP ten times, DOWN, B, DOWN, B, DOWN, B. Get all the weapons by pressing B and A.

WARRIOR OF ROME
Password
GREBDQ3QNE – end sequence

WHERE IN THE WORLD...?
Password
MJDFPDG – Capture Carmen

WRESTLEBALL
Extra teams
On the team select screen, hold B and keep pressing DOWN for four more teams.

X-MEN
Invulnerability
When it says "Press Start button" hold A, C and DOWN on joypad one and press START. Now take out the joypad and put it in the other port when the picture of Magneto appears. Press START and choose your difficulty level, man, etc. Play the game with the joypad in the second port and you'll be invulnerable.
Level select
Using the invulnerability cheat, enter the top-right danger room and smash the generator. In this room are six tiles, each representing a game level — stand on one and press DOWN and C to warp to that level.

XENON 2
Infinite lives
Play a game good enough to get on the scoreboard, then enter OLD as your name. Do the same but get a score directly below it and enter AGE. Also try ARM and OUR.

ZOOM!
Extra options
While selecting your player, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B. Enter

MEGA CD.MEGA CD.MEGA CD.MEGA CD.MEGA CD

it slowly but surely. Play the game and the new options will appear on the menu.

AFTER BURNER III
Extra speed
On the options screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, perform a 45° turn to fly much faster.

BATMAN RETURNS
Level select
On the options screen, highlight the 'driving only' section. Hold the pad LEFT and press B. Repeat this for all the options: when you reach the bottom, start going up the list again, repeating the procedure. A jingle sounds to confirm the cheat. During play, press START and then C to select the level.

BLACK HOLE ASSAULT
Secret game
Enter your name as AZY and highlight mission BHA. Enter AZY and you will start to play *Black Ball Assault* (Try entering your name as BIGNET and press START while fighting an opponent...)
Invincibility
Enter your name on the options screen as MUTEKI. Select operation BHA, enter you name as MUTEKI again and start playing. You're now invincible.
Cheat
Enter your name as BIGNET. When you meet an opponent, press START to make him drop to the floor.

CHUCK ROCK
Password
Level five – TSFVNF

COBRA COMMAND
Level select
On the title screen, press LEFT, RIGHT, A, B and C. Now press LEFT or RIGHT to change level.

EARNEST EVANS
Level skip
Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Now unpause.

HEAVY NOVA
Hidden bonus
In versus mode, if you manage to kill a guardian without losing any energy you'll get one million points! The same technique might work with your bank manager.

HOOK
99 lives
Drop to the bottom of the first pit in the caves on level five. Walk right and swim under

POWERBALL
Best team
Press B, B, C, B, B, C on the title screen.

POWERMONGER
Password
Final level – TJSDF2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ

PREDATOR 2
Passwords
Level 4 – LOS ANGELES
Level 5 – TOTAL BODY

PRO BASEBALL SUPER LEAGUE 91
Beat everyone!
Go to the player change screen when you are fielding and press C. Answer yes to forget the match and you, strangely, win 1-0. It only works while you're fielding.

QUACKSHOT
Extra lives
Top up your lives by repeating this over and over again. Get to the Viking ship and go up the mast in the lift, collecting all the money bags. Walk right and follow the path down to the extra life. Now exit the screen, then re-enter it to see the reappearance of the extra life.

RAINBOW ISLANDS
Full complement
To get all the power-ups, on the title screen press UP, B, DOWN, LEFT, C, A, A, B and C.

RAMBO 3
Full complement
Fight to the two firing walls on level three. Destroy all bar one of the cannons, then put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this to top up on everything.

RANGER-X
Skip level
Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. You should hear some music: press A and you can press B to advance to the guardian or, if already there, go to the next level.

THE REVENGE OF SHINOBI
Infinite shurikens
Select zero shurikens on the options screen and leave the game for 40 seconds. The zero will then turn into an infinity sign (∞).

RINGS OF POWER
Money top-up
Get to 32', 2" – 6', 6" and you can constantly re-enter the secret temple to get the four gold chests.

ROAD RASH
Password
B0000 04RD0 11CAF 56C7B – level five, Panda, $26,230

ROAD RASH 2
Password
0H4R 550H – level five, Diablo, $20,000
Cheat
On the options screen, set the player mode to Mano a Mano. Go to the main menu and select your bike. Now change the player mode to Take Turns and start the game. You can now use any bike on any course.
Race select
On the title screen press UP, A, C and keep them down. Now press START.

ROLO TO THE RESCUE
Secret menu
On the title screen hold UP-LEFT, A and C, then press RESET. Keep holding them for a few more seconds and press B for a cheat menu.

ROLLING THUNDER 2
Password
Level select
While the space sequence is playing, press A, B and C together and move the joypad LEFT or RIGHT to choose a stage.

SPACE INVADERS 90
Level select
Press A, C and START together on the title screen. When the screen goes black, press B, A and C.

SPEEDBALL 2
Password
Division one: LCLI CWAF OBXE ya3q 2bst -is1 gGVC

SPIDER-MAN
Shortcut
On level one, get to the wall of boxes past the dog. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2
Password
Level 8 – EDK VEI IAL LDL
Level 2 — EDK NAI ZOL LDL
Level 3 — IDO GEM IAL LDL
Level 4 — ADE XOE ZDL OME
Level 5 — EFH VEI RAG ORD
Level 6 — ADE NAI WRA LKA
Level 7 — EFH XDE IAL LDL

SPLATTERHOUSE 3
Level codes
Level 2 – REISOR
Level 3 – ETLBUD
Level 4 – TABRAE
Level 5 – ELPOEB
Level 6 – PHENIX.

STEEL EMPIRE
Level select
Go to the sound select option and play sounds 01, 01, 09 and 02.
99 bombs
On the ship select, press C, A, C, A, START and B.
99 lives
On the options screen, set the difficulty to hard, the stock to two, credits to one, and play tune 65.

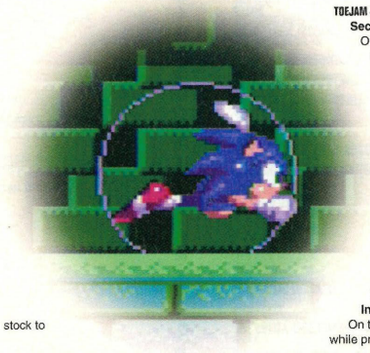
STORMLORD
Reset clock
Pause the game and press B, A, A, A, C, UP, UP, UP, A, A, A.
Five lives
Pause game. Press A, A, A, A, C, C, B, B, B, C, A.

STREET SMART
Extra lives
Reset quickly about 12 times, then choose options from the menu. Move the cursor to the sound test and press DOWN, DOWN, DOWN and A.

STREETS OF RAGE
Level select
Hold DOWN on player two's pad and press A, B and C then enter the options screen using player one's pad.

STREETS OF RAGE II
Extra continues
If you are about to die on player one, plug in the second controller and press START to begin with a fresh character.
Level select
On the options screen, hold down A and B on joypad two. Simultaneously press START on joypad one to enter a full cheat screen.

STRIDER
Level select



THUNDERFORCE IV
Full weapons
Start the game then press pause. Now UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP and B. Now press UP for full weapons, DOWN to clear them, RIGHT for a claw and LEFT to get rid of it. Press START to return to the game.

THUNDER PRO WRESTLING
Extra continues
When Game Over appears, press UP and C.

TINY TOON ADVENTURES
Open all levels
On the password screen:
NGQQ WWQW QKWQ
QWWQ WGRY

TMNT
Level select
When the Konami logo appears, press C, B, B, A, A, A, B, C. On the title screen press A, B, B, C, C, C, B, A.

TOEJAM & EARL
Secret level
On the first level, drop through the hole in the island to land on level zero. Have a bath and drink some lemonade. Jump off this level to zoom up to the highest level.

TROUBLE SHOOTER
Level select
Plug in two controllers. On the title screen, press START, RIGHT and C simultaneously on the second pad. On the new screen, press START, RIGHT and C to increase the level number.

TRUXTON
Power bomb
Set off a skull explosion then pause the game while the explosion's in mid-flow. Wait about 15 seconds then unpause and the bomb will increase in power.

TURRICAN
Infinite everything!
On the options screen, place the cursor on exit and hold DOWN while pressing A, B, B, A, B, A, A, B, A, A, B, A, A.

TWIN COBRA
Level select
On the title screen press UP, DOWN, RIGHT, LEFT and START.

TWO CRUDE DUDES
Extra continues
On your last life, press START on player two's pad to bring in the second character.

UNIVERSAL SOLDIER
Passwords
Level six – JDRSD
Level 11 – BYTCM

VALIS 3
Sound test
On the title screen, hold UP-LEFT, A, B, C and START.

VERYTEX
Infinite lives
Pause the game while holding A, B and C. Press DOWN and START for an extra life.

WANI WANI WORLD
Infinite lives
When the Sega logo appears, reset twice and four question marks will appear instead of lives.

the rocks to the leaf and 3-up. Pick them up then kill yourself. Just repeat the technique, killing yourslef each time, to top up your lives to the maximum.

JAGUAR XJ220
Level skip
Go "name entry" on the options screen. Delete the current name and input MAR, then choose World Tour and select a race. When the race starts, pause the game, then press A, B and C together to win.

KRIS KROSS: MAKE MY VIDEO
Hidden scene
On the caller screen, press A, B, C and RIGHT.

MARKY MARK: MAKE MY VIDEO
Hidden scene
Hold A and C. Press START to go to the U-Direct mode and then A, B, C and RIGHT to see Mr Wahberg and his girls.

NOSTALGIA 1907
Skip intro
Turn on and when "SEGA" appears, press and hold button C till "Sur De Wave" appears. That boring intro will now be ancient history.

ROAD AVENGER
Level select
From the start, push UP to access the options screen. Once there, press A six times. Now just play the game as usual.

SEWER SHARK
Continues
Once you get to Exterminator or Beach Bum, press A, C and START on the "game over" screen to continue.

SOL-FEACE
Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press START when you hear a sound effect. In Config Mode you'll now find Start and Mode. Go to Start and choose the start level with LEFT and RIGHT. Mode allows you to adjust the difficulty of the game, again with LEFT and RIGHT. If you press RIGHT a few times whilst holding A, you'll get "muteki", invincibility!

SONIC CD
Level select
On the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B to access a level select.

THUNDERHAWK
Infinite armour & weapons
Pause the game and push UP, RIGHT, LEFT and DOWN. Press START to unpause for infinite everything.

TIME GAL
Passwords
SHKXGJWF – 1991AD
XPTMCSHD – 2001AD
QWCDHRKT – 3001AD
PLQTVMXY – 3999 AD
LKDWBSYF – 4000 AD
KVGPRZCW – 4001 AD

Level select
On the menu screen press UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. Go into the game and you can start on any level. START pauses the action and C takes you to end of the current level.

WONDER DOG
Passwords
REEVES – Planet Weird
PIXIES – Planet Foggia
WOOPIE – Planet Kninus

FOR FREE MEMBERSHIP TO OUR CHEAT CLUB DIAL 0891 445

•CHEATS GALORE•(SAY 'YES' FOR SEGA)• DIAL 0891 445

DIAL - A - TIP
HINTS N' TIPS N' CHEATS N' POKES
• THE ORIGINAL AND THE BEST•

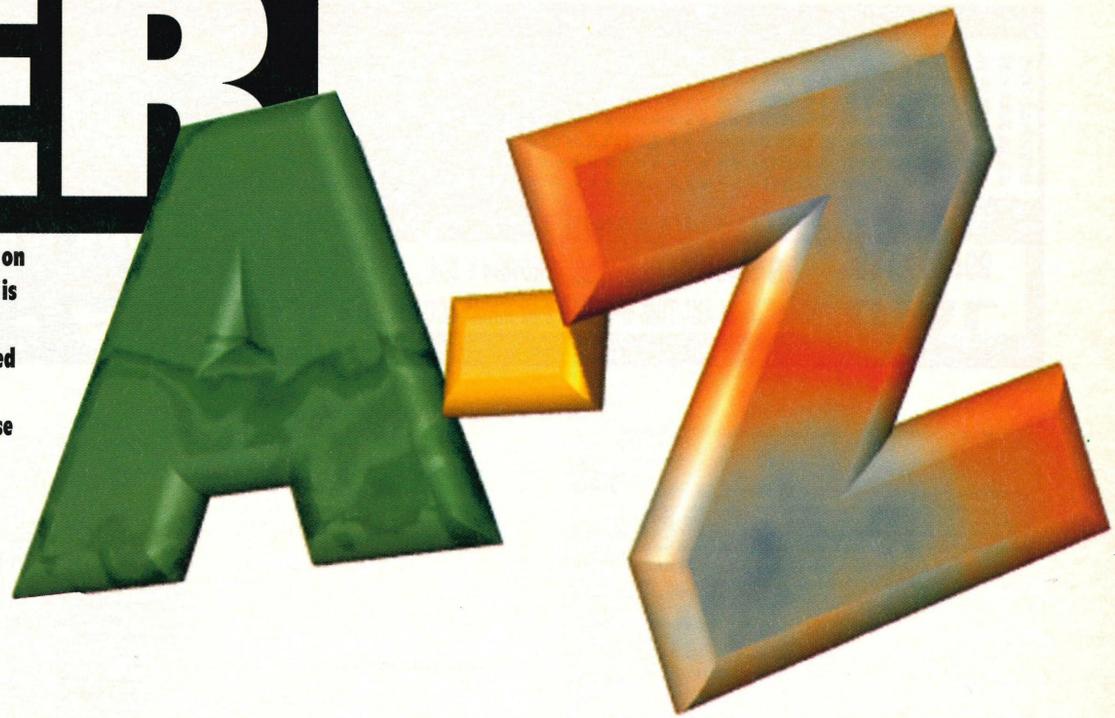
IF YOUR STUCK IN A GAME WE WILL TRY TO HELP YOU, DIAL
FOR A PERSONAL ANSWER TO YOUR PROBLEM: 0891 445 768
ALL CHEAT LINES UPDATED EVERY WEEK

CHEATS GALORE
MEGA LINE MD + MCD ••••••••••••••••••••••0891 445787
LAST WEEK'S CHEATS ••••••••••••••••••••••0891 101235
CONSOLE CHEATS N' TIPS ••••••••••••••••••••0891 445772
SEGA CHEATS N' TIPS ••••••••••••••••••••••0891 445770
CONSOLE HOTLINE ••••••••••••••••••••••••0891 445771
ULTIMATE QUEST (COMPETITION) ••••••••••••0891 445938

SONIC 1, 2 & 3 ••••••••••••••••••••••••••••0891 445941
MORTAL KOMBAT ••••••••••••••••••••••••••••0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE ••••••0891 445936
JUNGLE STRIKE/ DESERT STRIKE ••••••••••••0891 445957
CHUCK ROCK 2 ••••••••••••••••••••••••••••0891 445942
STREETFIGHTER 2:(INCL. TURBO ED.) ••••••••0891 445940
SHADOW OF THE BEAST 1,2 +3 ••••••••••••••0891 445943
INTERACTIVE GAMES GUIDES

GUIDING LIGHT COMPUTER SERVICES LTD., P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW. For full competition rules send s.a.e. Calls cost 36p a min at 'cheap rate' and 48p a min at all other times. Please get permission if you don't pay the bill. Maximum call charge £3.60.

POWER



Mega Drive and Mega-CD games are worse than rampant bunnies in Spring; they just seem to keep on multiplying. Knowing what the latest games are is easy, knowing all about titles released years ago is a little tougher.

Fret not, in the Power A-Z you'll find a listing of every single Mega Drive game we have discovered – regardless of its origin. If the game isn't officially available, we've written import in the price column. Obviously, as the months go by, we'll discover more and more information, like the Japanese producer, or perhaps info on the official release details. All games are listed under the English names, with the Japanese or American game name mentioned where necessary in the small synopsis.

Finally, we've given each game a rating out of ten. Although our review pages rate out of 100 we have rounded each game down to the nearest ten, ensuring that no game ever scores ten out of ten. There's no such thing as a perfect game.

These may also differ from those in the original MEGA POWER review, but generally reflect what we feel the game deserves when we are compiling the A-Z each month.

title	producer	price	comment	rating
B43		Import	Aircraft shoot-'em-up. Very dated but good, simple fun.	6
688 ATTACK SUB	Sega	£39.99	Difficult submarine simulation, hard to play but the effort is worth it.	7
THE ADDAMS FAMILY	Acclaim	£39.99	Creepy goings on as Gomez tries to find his family in this movie tie-in.	7
ADVANCED WW2 SIMULATOR		Import	Another difficult game, unfortunately you'll need a strong command of Japanese.	7
AERO BLASTER		Import	Too short and easy shoot-'em-up, two-player is fun though.	6
AERO THE ACRO-BAT	Sunsoft	£TBA	The batty circus hero gets up to all sorts of tricks in this fun platform adventure.	8
AFTER BURNER II	Sega	£34.99	Very accurate reproduction of the coin-op, but too easy	5
AIR DIVER		Import	Quite similar to *After Burner II*, but has more challenging gameplay and tougher guardians.	8
ALADDIN	VirgIN	£44.99	Animation by Disney artists makes this platformer just like an interactive cartoon.	9
ALESTE (MUSHA)		Import	Very amusing shoot-'em-up. Detailed graphics, but a tad too easy.	8
ALEX KIDD IN ENCHANTED CASTLE	Sega	£29.99	Platform adventure that is packed with levels but becomes slightly tedious.	6
ALIEN^3	Flying Edge	£39.99	Good graphics and sound on this basic shoot-'em-up, but poor playability.	7
ALIEN STORM	Sega	£34.99	Another shoot-'em-up that is far too easy; the two-player option saves it.	6
ALISIA DRAGOON	Sega	£39.95	Help this babe through eight stages of tough guardians and few lives.	8
ALTERED BEAST	Sega	£34.99	The graphics are flickery and response slow. Don't rush out to buy it.	4
AMAZING TENNIS	Absolute	Import	Novel perspective from behind the player brings neat gameplay to this sim.	8
AMBITION OF CAESAR		Import	Dedicated to fans of strategy games, graphics are excellent.	7
AMERICAN GLADIATORS	Gametek	Import	The game from the crap TV programme; six events to pound through. Monotonous.	5
ANOTHER WORLD	Virgin	£39.99	Revolutionary animation, brilliantly detailed graphics and addictive gameplay.	9
AQUATIC GAMES	Electronic Arts	£39.99	James Pond competes in a series of fun sports. Great gameplay and graphics.	8
ARCH RIVALS	Flying Edge	£34.99	Manic basketball extravaganza. Keeps you enthralled for a few hours but soon wears off.	7
ARCUS ODYSSEY		Import	RPG in the style of *Gauntlet*. A much-needed password save makes this slightly easier.	9
ARIEL: THE LITTLE MERMAID	Sega	£39.99	Become either Ariel or Triton to defeat the forces of darkness. Plenty of vicious sharks.	7
ARNOLD PALMER TOUR GOLF	Sega	£34.99	Up against all the competition, this still proves to be an enjoyable simulation.	8
ARROW FLASH	Sega	£34.99	Very poor shoot-'em-up, grim graphics and sound. All round embarrassment.	2
ART ALIVE	Sega	£29.99	Art package that encourages you to draw on the MD, but you can't save it!	3
ASSAULT-SUIT-LEYNOS		Import	You are a robot who has to bash other robots. Innovative, but not much fun.	4
ATOMIC ROBOKID		Import	Scrolling shoot-'em-up, that's total rubbish.	3
ATOMIC RUNNER	Sega	£39.99	Impressive graphics and sound FX make this a good solid platform shoot-'em-up.	7
AXIS		Import	Worth seeing for the amazing 3-D graphics. Very addictive shoot-'em-up.	7
BACK TO THE FUTURE III	Imageworks	£39.99	Massive let down, don't even think of testing it.	1
BAD OMEN		Import	Break-Out clone, which is actually pretty good.	7
BART'S NIGHTMARE	Acclaim	£39.99	Third cartoon adventure of The Simpsons in which Bart plays mini-games to rescue his homework.	6
BART VS THE SPACE MUTANTS	Flying Edge	£39.99	Fantastic everything in this game – even tons of challenge.	9
BATMAN	Sega	£39.99	Fine conversion. It may get a tad boring, but accurate graphics hold things together.	8
BATMAN RETURNS	Sega	£39.99	A good sequel that proves very difficult. Five levels of hair-pulling frustration	7
BATMAN: REVENGE OF THE JOKER		Import	Better than all the other Sega versions, with large sprites and detailed backdrops	8
BATTLE GOLFER		Import	About the exploits of a golf ball and its travels. Sounds dodgy but it's good.	7
BATTLE SQUADRON	Electronic Arts	£39.99	Very tough shoot-'em-up, which is both challenging and looks great.	8
THE FAERY TALE ADVENTURE	Electronic Arts	£39.99	Fans of RPGs will love it; very accessible and ideal for newcomers.	8
FANTASIA	Sega	£39.99	Tough with great graphics, let down badly by the gameplay which is very annoying.	5
FANTASTIC DIZZY	Code Masters	£39.99	The eggy hero makes a sparkling arcade-adventure MD debut.	8
FATAL FURY	Sega	£44.99	*Street Fighter II* clone with varied moves but pretty dull.	6
FASTEST 1		Import	Split screen two-player racing – but that's about it.	4
FATAL LABYRINTH		Import	Far too easy for the experienced adventurer; good for novices.	6
FATAL REWIND	Electronic Arts	£39.99	Conversion of The Killing Game Show. Strong platformer with superb graphics.	7
FATMAN		Import	Punch-'em-up with comical characters parading across the screen.	6
FERRARI GRAND PRIX CHALLENGE	Flying Edge	£39.99	One of the worst racing games available. The ear-splitting sound doesn't help.	3
FIFA INTERNATIONAL SOCCER	Electronic Arts	£44.99	The best football simulation ever, with spectacular action and four-player option.	9
FIGHTING MASTERS		Import	Great visuals, atrocious game. Only for beat-'em-up wimps.	2
FINAL BLOW		Import	Boxing game that again looks great, but don't be fooled.	3
FIRE MUSTANG		Import	A WW2 shoot-'em-up that doesn't work. Large graphics enhance the slow pace of the game.	5
FIRE SHARK	Sega	£34.99	Fun shoot-'em-up with everything except challenge. Good graphics and tricky opponents.	7
FLICKY	Sega	£29.99	Tiny sprites, simple backgrounds and awful gameplay make this simply appalling.	2
FORGOTTEN WORLDS	Sega	£34.99	Shoot-'em-up with long stages and varied enemies. Tough but enjoyable.	7
G-LOC	Sega	£39.99	Almost identical to the arcade version. Take to the skies and blast away.	8
GADGET TWINS	Imagitec	£39.99	Action packed and very funny platformer. Brilliant graphics and wonderful cartoon FX.	9
GAIARES	Sega	£34.99	Impressive shoot-'em-up which will keep all blast fans happy.	8
GAIN GROUND	Sega	£34.99	Two-player game where you have to jump and shoot your way through a massive landscape.	8
GALAXY FORCE II	Sega	£39.99	So bad, it's unbelievable...	1
GAUNTLET 4	Tengen	£39.99	Fair conversion of the decade-old coin-op, with Sega Tap four-player option.	5
GENERAL CHAOS	Electronic Arts	£44.99	Novel shoot-'em-up war game where you must position soldiers to blast the enemy.	8
GEORGE FOREMAN'S KO BOXING	Acclaim	£39.99	Poor attempt that does nothing whatsoever to Acclaim's reputation.	5
GHOSTBUSTERS	Sega	£34.99	All the characters have been turned into Japanese mutants with large heads.	2
GHOULS 'N' GHOSTS	Sega	£44.99	Expensive but great arcade adventure that has already become a classic.	9
GLOBAL GLADIATORS	Virgin	£39.99	Wonderful platform game where you fire custard at slime monsters and collect McDonald's arches.	9
GODS	Accolade	£39.99	Now officially released here, this playable platform puzzler has stunning graphics and backdrops.	9
GOLDEN AXE	Sega	£34.99	Great arcade game for its time but now looks terribly dated.	7
GOLDEN AXE II	Sega	£39.99	Easier than the original, it contains loads of new creatures and some good story screens.	7
GOLDEN AXE III	Sega	£34.99	What a waste of good programming time. Just like the other two, this shows absolutely no originality.	5
GRANADA X	Sega	£29.99	Control a 20-tonne tank to rescue a kidnapped girl. Very addictive.	8
GRANDSLAM TENNIS	Sega	£39.99	Plain tennis game which offers nothing new.	5
GREENDOG	Sega	£39.99	Greendog is one cool Steve-dude. Guide him through wild lands on this well-animated platformer.	8
GREY LANCER		Import	Ultra-fast scrolling shoot-'em-up with a great soundtrack and superb gameplay.	9
GUNSHIP	US Gold	£44.99	Naff conversion which turns the flight-sim licence into a mediocre shoot-'em-up.	5
GUNSTAR HEROES	Sega	£39.99	Looks brilliant, but is incredibly tedious as you try to kill the frequent guardians with thousands(!) of hits.	6
GYNOUG	Sega	£34.99	Nasty guardians and good gameplay make this worth looking at.	7
HARDBALL	Accolade	£34.99	Baseball sim that looks good but offers nothing.	3

BEAST WARRIORS		Import	Don't be fooled by the pretty pictures, there's nothing nice about this game.	2
BIMINI RUN		Import	Outer-space shoot-'em-up that fails to impress. Funny but that's it.	5
BIO-HAZARD BATTLE	Sega	£39.99	High difficulty setting that is very colourful but lacks gameplay.	6
BILL WALSH COLLEGE FOOTBALL	Electronic Arts	£44.99	Much-needed development of the *John Madden* series for four players.	8
BIO SHIP: PALADIN		Import	Two-player shoot-'em-up with cool sound, but it's pretty easy.	5
BLOCK-OUT	Electronic Arts	£34.99	*Tetris* goes 3-D as you attempt to fit the blocks into a well. Very challenging.	7
BOB	Electronic Arts	£44.99	BOB's a strange little character with odd animation, although he can't stave off the poor gameplay.	5
BONANZA BROS	Sega	£34.99	Option of a two-player mode which makes it more fun but still too easy.	5
BOXING LEGENDS OF THE RING	Electrobrain	Import	A very addictive boxing simulation with much skill required to make the most of your punching power.	9
BUBSY	Accolade	£39.99	Massive pretender to the Sonic crown. Great graphics and sounds, although incredibly frustrating.	8
BUCK ROGERS	Electronic Arts	£49.99	Hugely challenging RPG with tons to do and difficulty set just right.	9
BUDOKHAN	Electronic Arts	£39.99	Good presentation, but it's another shallow beat-'em-up with limited moves.	5
BULLS VS LAKERS	Electronic Arts	£39.99	Re-live the 1991 NBA finals in this basketball sim. For die-hard fans only.	8
BURNING FORCE		Import	Awful beat-'em-up that isn't worth writing about.	1
CADASH		Import	Japanese arcade adventure. Fun to play with bright sprites and detailed backgrounds.	7
CALIBRE .50		Import	Vertical shoot-'em-up that is very mediocre.	3
CALIFORNIA GAMES	Sega	£39.99	Cool sports but rushed game. One for Surfers Steves only.	6
CAPTAIN AMERICA AND THE AVENGERS	Sega	£34.99	Poor beat-'em-up worth playing in two-player mode only.	3
CASTLE OF ILLUSION	Sega	£39.99	A classic game. Great everything on this wonderful platform extravaganza.	9
CENTURION	Electronic Arts	£39.99	Historical strategy with excellent in-game maps. Unfortunately, the storyline is dodgy.	7
CHAKAN	Sega	£39.99	Taken from the comic book series. Creative graphics and music enhance this, but lacking in gameplay.	7
CHAMPIONSHIP BOWLING	Mentrix	Import	All the action's offscreen in this odd translation of ten-pin bowling.	4
CHAMPIONSHIP PRO-AM		Import	Racing game with good view of the track. Very appealing with great graphics and soundtrack.	7
CHESTER CHEETAH: TOO COOL TO FOOL	Kaneko	£39.99	Unoriginal and dated platform adventure that's seriously uncool.	3
CHIKI CHIKI BOYS	Sega	£34.99	This platform adventure offers very little, but younger players will enjoy it.	5
CHUCK ROCK	Virgin	£39.99	Stone Age palaver in this arcade adventure. Very funny and challenging.	8
CLUE		Import	Basically this is Cluedo on the MD. Not bad, but we'd rather buy the board game.	7
COOL SPOT	Virgin	£39.99	Original, fun and super cool. It's also very difficult and will keep you playing for ages.	9
COLUMNS	Sega	£29.99	Brilliant puzzle game, which will keep you totally hooked.	9
CORPORATION	Virgin	£39.99	A strange creature escapes from the labs. You have to kill the mutant and infiltrate the corporation.	9
COSMIC SPACEHEAD	Codemasters	£39.99	Fairly enjoyable, but slow-paced point-and-click arcade adventure.	7
CRACKDOWN	Sega	£39.99	Shoot everything that moves. Detailed graphics and addictive gameplay.	8
CRÜE BALL	Electronic Arts	£39.99	Fast and furious pinball sim, with ten tables and Motley Crüe music.	6
CHUCK ROCK 2	Core	£39.99	This arcade adventure plays very similarly to the original, but lacks humour.	7
CURSE		Import	The worst game ever?	0
CYBERBALL	Sega	£34.99	Futuristic American football, with metal monsters, inaccurate graphics let it down.	5
DANGEROUS SEED		Import	12 levels of shooting away alien plant life. Makes for a novel and lengthy game.	8
DARIUS II		Import	Another 12-level shoot-'em-up, you can do the levels in any order.	8
DARK CASTLE	Electronic Arts	£34.99	Soundtrack saves this tedious offering. Poor animation and graphics.	4
DARWIN 4081	Import		Yet again you shoot aliens – not exactly 2010 philosophy, is it?	8
DAVE ROBINSON'S SUPREME COURT	Sega	£39.99	Excellent sports simulation. Unfortunately the players aren't the real McCoy.	8
DAVIS CUP TENNIS	Tengen	£39.99	Totally accurate tennis sim – it even has players that argue! – but awkward player view.	7
DEADLY MOVES		Import	Street Fighter II clone that lacks depth as each wrestler has limited moves and only one special attack.	7
DEATH DUEL	Razorsoft	Import	Repetitive shoot-'em-up that is very tough but lacks everything else.	6
DECAPATTACK	Sega	£34.99	Gory killings from a gruesome head-chucking main character. Big and very playable.	8
DESERT STRIKE	Electronic Arts	£39.99	Prequel to Jungle Strike, with great graphics and sound, but not enough levels.	8
DEVILISH		Import	Similar to *Break-Out*, but with better graphics. Addictive bash-'em-down fun.	8
DICK TRACY	Sega	£34.99	Loads of neat cartoon statics and a decent attempt at character sprites, but lacks originality.	5
DINOLAND		Import	*Devil Crash* on a diet. Simple gameplay and poor scrolling.	3
DJ BOY		Import	Quite original, a beat-'em-up on roller skates, but again it's too easy.	5
DOUBLE CLUTCH	Sega	£34.95	Viewed from above, this little race game should appeal to all ages, particularly the young.	7
DOUBLE DRAGON	Ballistic	£29.99	Arcade-style, two-player beat-'em-up. Much better than the sequel.	7
DOUBLE DRAGON II		Import	Flickery graphics, slow characters and tiresome gameplay.	2
DOUBLE DRAGON III	Flying Edge	£39.99	They should have stopped at the first one.	3
DRACULA	Sony	£39.99	Simple, exploitative translation of the Coppola movie, severely lacking in originality – unlike the movie.	4
DRAGON'S FURY	Domark	£39.99	Official release of *Devil Crush*. Very addictive game that has superb graphics and sound.	8
DRAGON'S REVENGE	Tengen	£44.99	The strange magical theme adds flavour to an enjoyable pinball game with plenty of sub-tables.	8
DR ROBOTNIK'S MEAN BEAN MACHINE	Sega	£44.99	This *Columns*-style puzzler has astoundingly addictive action and a wicked two-player mode.	9
DUNE II	Virgin	£44.99	A successful combination of military manoeuvring and "gods game"-style construction.	8
DUNGEONS AND DRAGONS	Sega	£39.99	Superb graphics on this RPG and unlimited challenge make this a must.	8
DYNAMITE DUKE	Sega	£34.99	Loads of punks to mow down if you like that sort of thing. Far too easy.	6
EARNEST EVANS		Import	Guide your intrepid explorer through countless scenarios in this colourful adventure.	7
EA HOCKEY	Electronic Arts	£39.99	Prequel to *NHLPA Hockey*. Lots of gameplay, without all the intricacies.	9
ECCO	Sega	£39.99	If you like dolphins, you'll love this. *Hugely* original with stunning graphics and sound.	9
ELEMENTAL MASTER		Import	Shoot-'em-up where you've seen it all before. Gameplay is addictive and involving.	7
EL VIENTO		Import	Looks great and plays as well. Brilliant manga animation and statics.	8
ESWAT	Sega	£34.99	Parallax, multi-directional scrolling gives the impression of a huge game. Challenging and addictive.	8
EUROPEAN CLUB SOCCER	Virgin	£39.99	First decent soccer sim. Moves are convincing and creates a believable atmosphere.	7
EVANDER HOLYFIELD'S BOXING	Sega	£39.99	Well defined sprites and challenging gameplay make this an impressive sim.	8
EXILE		Import	A strange mixture of RPG, platform and puzzle makes *Exile* an intriguing game to play.	8
EX-MUTANTS	Sega	£34.99	Save the population from extinction in the aftermath of WW3. Let down by the gameplay.	6
F1	Domark	£44.99	Probably one of the most accurate driving sims around, but seriously flawed in its gameplay.	7
F-1 CIRCUS		Import	*F-1 Circus* is one of the best arcade driving sims yet. Plenty of courses, plenty of gameplay.	8
F-1 GRAND PRIX		Import	Great sound FX and graphics with pukka visuals.	8
F-15 STRIKE EAGLE II	MicroProse	£39.99	While this certainly looks passable, it never reacts like a real plane would.	6
F-15 STRIKE EAGLE II	MicroProse	£39.99	A fair conversion of the old computer flight sim.	6
F-22 INTERCEPTOR	Electronic Arts	£39.99	Arcadey sim where you have to shoot at Iraq. See Saddam cry!	8
HARDBALL III	Accolade	£39.99	Will keep fans happy with great gameplay and excellent graphics.	8
HARD DRIVIN'	Tengen	£39.99	Two levels limit this well-executed driving sim.	7
HAUNTING	Electronic Arts	£49.99	Encouragingly original adventure ghost game in which you scare the pants off a rich family.	7
HEAVY NOVA		Import	Robots beat each other up, boring.	3
HEAVY UNIT		Import	Best thing on this shoot-'em-up is that you can change the shape of your ship.	6
HELLFIRE	Sega	£34.99	Weird wacky shoot-'em-up that has a loyal following.	8
HERZOG ZWEI	Sega	£34.99	Strategy and arcade combined, where you fight tanks. Odd name, eh?	6
HOME ALONE	Sega	£39.99	Spin-off from the movie: poor graphics and sound, with dodgy gameplay	4
HOOK	Sony	£39.99	Slow-paced platform adventure with very few innovations and crude gameplay.	5
HUMANS	Imagitec	£34.99	Puzzle game in which humans are controlled to clear levels. Good graphics and sound.	8
IMMORTAL, THE	Electronic Arts	£44.99	Tough puzzler with brilliant visuals. There are 20 different gory death sequences.	8
INDIANA JONES AND THE LAST CRUSADE	US Gold	£39.99	Platformer that follows the film well, but short and easy levels.	6
INTERNATIONAL RUGBY	Domark	£39.99	Shallow gameplay requires little passing or skill.	4
INSECTOR X		Import	Superb shoot-'em-up, where graphics, sound and gameplay are brilliant.	9
ISHIDO: THE WAY OF THE STONES	Accolade	£34.99	Boardgame based on *Shanghai*. Okay but boardgame conversions at dodgy.	6
J LEAGUE PRO STRIKER	Sega	Import	Once in a while there comes a game that knocks us for six. *J League* is one of those games.	9
JAMES BOND - THE DUEL	Domark	£39.99	Neat animation and flawless graphics are helped by spot-on FX.	8
JAMES POND	Electronic Arts	£39.99	First MD game to be programmed solely in the UK. Quite bland but very playable.	6
JAMES POND II	Electronic Arts	£39.99	The graphics are very slick, the gameplay is challenging and overall very funny.	9
JAMES POND 3	Electronic Arts	£44.99	Playable platformer that doesn't gel together as well as *RoboCod*.	8
JENNIFER CAPRIATI TENNIS	Sega	£34.99	Another plain tennis game, very basic all round.	4
JEWEL MASTER	Sega	£34.99	Initially impressive but far too repetitive.	6
JOE MONTANA FOOTBALL	Sega	£34.99	Not even Joe Montana can save this boring American football game.	4
JOE MONTANA II	Sega	£34.99	Real-speech commentary helps the sequel, but still needs work in game department.	6
JOE MONTANA III	Sega	£34.99	It just gets better and better, retaining all the good things from the previous games.	8
JOHN MADDEN FOOTBALL	Electronic Arts	£39.99	The original game that started the trend. Intelligent play, but simple moves.	7
JOHN MADDEN FOOTBALL 92	Electronic Arts	£39.99	Updated graphics and sound make this a worthy upgrade.	8
JOHN MADDEN FOOTBALL 93	Electronic Arts	£39.99	More of stats update for die-hard fans, and folks who haven't got the others.	8
JORDAN VS BIRD	Electronic Arts	£39.99	Average basketball game that unfortunately lacks depth.	5
JUNCTION		Import	By mixing a *Pipe Mania*-type game with a slide puzzle the result is a very challenging foray.	8
JUNGLE STRIKE	Electronic Arts	£44.99	More of the same mindless *Desert Strike* encounters, but bigger and better than before.	9
JURASSIC PARK	Sega	£49.99	You can control either Dr Grant or a Raptor in this polished movie licence.	8
KABUKI SOLDIER		Import	Beat-'em-up featuring sumo wrestlers – not bad.	6
KA-GE-KI		Import	Also known as Fists of Steel. Grim, grim, ultra-grim.	3
KICK BOXING	Micro World	£27.50	A low price tag is the best thing about this repetitive unimaginitive beat-'em-up with tiny fighter sprites.	6
KID CHAMELEON	Sega	£39.99	The kid must venture everywhere to save his mates in a constantly changing game.	8
KING COLOSSUS	Sega	Import	Japanese adventure game. Nine levels of adventuring.	4
KING'S BOUNTY	Electronic Arts	£34.99	Rather boring RPG with huge amounts of bland landscape to cover.	6
KING SALMON		Import	Fishing sim with Japanese text. Sounds quite naff but is actually very addictive.	8
KLAX	Domark	£39.99	Excellent but infuriating puzzle with constantly changing graphics.	8
KRUSTY'S SUPER FUN HOUSE	Flying Edge	£39.95	The Simpsons make an appearance, but a simple puzzle game really.	6
LANDSTALKER	Sega	Import	In Japanese but great adventure game with tremendous graphics.	8
LAKERS VS CELTICS	Electronic Arts	£34.99	Incredibly realistic, with all the players from that season. Basketball fans only.	7
LAST BATTLE	Sega	£34.99	Disappointing beat-'em-up with slow, boring gameplay.	5
LEGEND OF GALAHAD, THE	Electronic Arts	£39.99	Average platform with an element of RPG.	6
LEMMINGS	Sega	£39.99	One of the finest puzzle games on cart. Extremely addictive.	9
LHX ATTACK CHOPPER	Electronic Arts	£39.99	Helicopter sim that isn't original, but will appeal to war junkies.	6
LOST VIKINGS, THE	Virgin	£44.99	Lots of laughs and plenty of puzzling action as you guide three Vikings through 37 brain-bending levels.	8
LOTUS TURBO CHALLENGE	Electronic Arts	£39.99	Very good racing game, enhanced by speed, superb graphics and split screen.	8
M1 ABRAMS BATTLE TANK	Sega	£39.99	If you like tanks then you won't be disappointed here. Lots of trundling around aimlessly.	7
MCDONALD'S TREASURE LAND ADVENTURES	Sega	Import	Ronald McDonald stars in this colourful, playable platformer – pity it's only got four levels.	8
MADDEN NFL '94	EA Sports	£44.99	This upgrade of the popular gridiron series uses a whole new game engine.	9
MARBLE MADNESS	Electronic Arts	£34.99	Replica of the arcade classic which is still brilliant, but limited.	7
MARIO LEMIEUX HOCKEY	Sega	£39.99	Viewing the match from the side fails dismally, making it very hard to work out moves.	6
MARVEL LAND		Import	Platform adventure which will test your reactions and skill. *Marvel*lous graphics.	8
MASTER OF MONSTERS		Import	Boring strategy where only the monsters win.	1
MASTER OF WEAPON		Import	Scrolling shoot-'em-up which is very fast but over too quickly.	7
MAZIN WARS	Sega	£39.99	Cyberpunk adventure through a post-nuclear landscape. Looks good, but is monotonous.	6
MEGA-LO-MANIA	Virgin	£39.99	Brilliant gameplay and very challenging. Requires a lot of thought!	8
MEGAPANEL		Import	Tetris, but better presented. Interesting graphics and varied gameplay.	8
MEGA TRAX		Import	4x4 beach racer that doesn't live up to expectations.	4
MERCS	Sega	£39.99	Identical to the arcade, beefy sounds and graphics.	7
MICRO MACHINES	Codemasters	£39.99	Race your miniature car around the breakfast table. Stupid but brilliant.	9
MIDNIGHT MADNESS		Import	Average coin-op conversion which fails to impress.	4
MIGHT & MAGIC	Electronic Arts	£39.99	Popular RPG which grows on you the more you play it.	8
MIKE DITKA FOOTBALL	Ballistic	£34.99	Similar to *John Madden* but without the character – still good, though.	8
MONOPOLY		Import	Fair representation of the game with good animation. But why buy it instead of the boardgame?	6
MONSTER HUNTER		Import	Controlling a sword-wielding young lass may appeal, but it becomes very tedious.	4
MOONWALKER	Sega	£34.99	Save Michael's captured children (if you must). Detailed graphics, smooth animation and great sound.	8
MORTAL KOMBAT	Acclaim	£49.99	Expensive *Street Fighter II* basher with lots of flaws, but also lots of fun.	8
MS PACMAN		Import	Much worse than the arcade version. Should have *packed* her bags and given up by now.	2
MUHAMMAD ALI'S HEAVYWEIGHT BOXING	Virgin	£39.99	The best bruiser in the ring. *Ali* has many options, great visuals and gob-smacking sound.	8
NHL HOCKEY 94	Electronic Arts	£44.99	Gameplay's almost identical to *NHLPA*, but sound and graphics are much more polished.	8
NHLPA HOCKEY	Electronic Arts	£39.99	Simply one of the best sports simulations you can slam into your machine. Super fast, super real.	9
NINJA BURAI		Import	RPG that requires an understanding of Japanese.	7
OLYMPIC GOLD	US Gold	£39.99	Good simulation that is best played with two or more players.	8
ONSLAUGHT	Ballistic	Import	Medieval platform beat-'em-up that comes highly recommended.	8
OUTLANDER		Import	Drive 'n' blast game that will please anyone who fancies themselves as Mad Max .	6

POWE A-Z

title	producer	price	comment	rating
OUT RUN	Sega	£39.99	Arcade conversion that is very similar and still great fun even now.	7
OUTRUN 2019	Sega	£39.99	Set in the future, on a par with *Out Run*.	8
PAC-MANIA	Domark	£34.99	The graphics are excellent which makes the whole thing a joy to play.	8
PAPERBOY	Domark	£39.99	Lots of new streets and even more hazards, but lacks two-player mode.	6
PAPERBOY 2	Domark	£39.99	Still no two-player mode, and pretty much the same but slightly bigger.	7
PELÉ	Accolade	£29.99	A mediocre football sim. The sluggish match action is made worse by a terrible control system.	5
PGA TOUR GOLF	Electronic Arts	£39.99	Better than *Arnold Palmer* with four courses and great graphics.	8
PGA TOUR GOLF II	Electronic Arts	£44.99	Fantastic follow-up to PGA, with more courses and bigger, better challenge.	9
PHANTASY SOLDIER 3	Sega	Import	Quality platform adventure with excellent graphics and even better gameplay.	9
PHANTASY STAR II	Sega	£59.99	Mammoth RPG which is fairly easy to get into, but still very tough – and steep!	8
PHANTASY STAR III	Sega	£49.99	Ten quid cheaper than the original with improved graphics. But the sound is still very weak.	8
PHELIOS	Sega	£34.99	Very average shoot-'em-up, which you'll probably finish the day you get it.	6
PIGSKIN FOOTBRAWL		Import	Much more violent than American football which it's loosely based on. Also has two-player mode.	7
PIRATES! GOLD	MicroProse	£44.99	Yet another computer game conversion, this swashbuckling strategy epic suffers from a slow pace.	6
PIT-FIGHTER	Domark	£49.99	Digitized graphics and gut-wrenching sounds enhance the experience of battering someone to death.	8
POPULOUS	Electronic Arts	£39.99	Certainly isn't an action game, yet the strategy isn't complex enough.	6
POWERBALL		Import	A cross between wrestling, martial arts and soccer. Innovative but poorly executed.	7
POWERMONGER	Electronic Arts	£39.99	A land mission has to be undertaken, unfortunately the graphics and sound let it down.	7
POWER CHALLENGE	Accolade	£39.99	Not much different from every other golfing game, although the graphics are noteworthy.	7
PREDATOR 2	Flying Edge	£34.99	Seven stages of futuristic street violence with plenty of hostage rescuing to be done.	8
PRO QUARTERBACK		Import	Ardent sports fans will enjoy it, but it is totally unoriginal.	7
PUGGSY	Psygnosis	£44.99	Playable platformer with the emphasis on puzzle-solving in 51 challenging levels.	8
QUACKSHOT	Sega	£39.99	Splendid Disney game with Donald starring in a superb platform adventure.	9
QUAD CHALLENGE		Import	Four-wheeler buggies racing around a race track. Utterly useless.	2
RACE DRIVIN'	Tengen	Import	Souped-up version of *Hard Drivin'* with too few extra features to really shine.	7
RAIDEN TRAD		Import	More shoot-'em-up fare from the Far East. Nothing new but quite challenging.	6
RAINBOW ISLANDS		Import	Two games in one on this brilliant platformer. Totally addictive gameplay and awesome tunes.	9
RAMBO III	Sega	£29.99	Shoot the annoying inhabitants of a forest sounds boring, doesn't it. Well, it is.	5
RANGER-X	Sega	£39.99	Amazing-looking shoot-'em-up with double the usual number of colours onscreen.	8
RASTAN SAGA 2		Import	Guide your gallant hero through a maze of dangly platforms. Poor gameplay, decent graphics.	5
RBI 3 BASEBALL		Import	Baseball sim without a difference. Screens full of stats and difficult batting motion.	6
RBI 4 BASEBALL		Import	Hitting the ball is hard enough. Once you've done this, you'll discover the outfield to be totally bland.	6
RBI BASEBALL '93	Tengen	Import	Yet another baseball sim in the RBI series. Only for real armchair sports fans.	6
REVENGE OF SHINOBI, THE	Sega	£34.99	Considered to be one of the best beat-'em-up games, and rightly so.	8
RINGSIDE ANGEL		Import	Sluggish gameplay ruins this women's wrestling game. Good inlay, though.	6
RINGS OF POWER	Electronic Arts	£49.95	Colourful, extremely large and exceedingly difficult. Brilliant nonetheless.	9
RISKY WOODS	Electronic Arts	£39.99	Varied backgrounds and atmospheric music make this fun to play.	7
ROAD BLASTERS		Import	Converted from the coin-op, but unfortunately it is dismally poor.	3
ROAD RASH	Electronic Arts	£39.99	Race a motorbike through the countryside, overtaking or clubbing other competitors. Great fun.	9
ROAD RASH II	Electronic Arts	£39.99	Virtually the same as the first but with the added bonus of two-player split screen.	9
ROBOCOP 3	Acclaim	£39.99	Oh dear. A sad platform shoot-'em-up with stupid baddies and oh-so-tedious blasting gameplay.	4
ROBOCOP VS TERMINATOR	Virgin	£44.99	Mediocre platform shoot-'em-up action as you guide RoboCop through ten samey levels.	6
ROCKET KNIGHT ADVENTURES	Konami	£44.99	Smooth jaunt in the traditional style of *Ghosts 'n' Goblins*. Quite special.	9
ROLLING THUNDER 2	Sega	£39.99	Encounter hoods, panthers and 18-wheel juggernauts. How *James Bond* should have been.	8
RUNARK		Import	Save the world's wildlife in this Indy-style adventure beat-'em-up. Untapped potential.	5
SAINT SWORD		Import	You've guessed it: a man with a sword, boring graphics and crap animation.	5
SENSIBLE SOCCER	Sony	£44.99	Superbly playable overhead-view footy game with great options to create custom cups and leagues.	9
SD VALIS		Import	Sad Japanese arcade adventure with very little content to keep you playing.	3
SHADOW BLASTERS		Import	A beat-'em-up which fails to impress; poor graphics and virtually non-existent gameplay.	4
SHADOW DANCER	Sega	£39.99	In this beat-'em-up a dog does the dirty work for you, which adds an amusing dimension.	8
SHADOW OF THE BEAST	Electronic Arts	£44.99	Psychedelic graphics enhance this otherwise poor platformer that becomes very monotonous.	5
SHADOW OF THE BEAST II	Electronic Arts	£39.99	This sequel combines teasing puzzles with atmospheric and mystical graphics.	7
SHINING IN THE DARKNESS	Sega	£44.99	Hugely addictive, with fantastic graphics and very challenging gameplay.	8
SHINING FORCE	Sega	£44.99	12Mbit sequel to *Darkness*, featuring more intelligence and improved gameplay.	9
SHINOBI III	Sega	£34.99	Tremendous platform adventure with loads of pick-ups and plenty of ninja magic.	8
SHOVE-IT		Import	As the title implies, you literally shove things into where they belong. How dull...	3
SIDE POCKET	Sega	£34.99	Uneventful pool simulation. The tables are dull but a few trick games and extra options liven it up.	6
SLIMEWORLD		Import	Todd has to escape the planet of slimy surroundings. Too green to make this bearable.	6
SNAKE, RATTLE AND ROLL	Sega	£39.99	You guide a snake around isometric levels, gobbling food. A dated concept but fairly playable.	7
SNOW BROTHERS	Tengen	Import	Looks and plays like *Bubble Bobble*, but may be completed too quickly.	8
SOCKET	Vic Tokai	Import	Though looking quite slick, this *Sonic*-style platformer suffers from an extreme lack of gameplay originality.	6
SOKOBHAN		Import	Not much fun as you move crates around a warehouse. Like working at Tesco.	5

title	producer	price	comment	rating
SUPER FANTASY ZONE	Sega	£34.99	Big guardians and small sprites. Good fun for a while.	6
SUPER HANG-ON	Sega	£34.99	Exciting motor-biking from this arcade classic.	8
SUPER HIGH IMPACT		Import	Good animation on this American football sim, but as usual sad lack of challenge.	6
SUPER HQ		Import	Arcade conversion from *Chase HQ* that doesn't live up to expectations.	4
SUPER HYDLIDE	Sega	£34.99	Very boring RPG that has nothing new to offer.	4
SUPER KICK OFF	US Gold	£39.99	Good in its day but now looks dated next to *J League*.	8
SUPER LEAGUE BASEBALL	Sega	£34.99	Offers enough options to stave off boredom. One of the decent attempts at the sport.	8
SUPER MILITARY		Import	Good war game that sets the scene for a challenging confrontation.	8
SUPER MONACO GP	Sega	£34.99	Everything else is here, just lacks a two-player mode.	8
SUPER MONACO GRAND PRIX II	Sega	£49.99	Good graphics, but that's it on this rehash of the first game. A real con at £50!	4
SUPER OFF ROAD	Ballistic	£29.99	All the sights and sounds are here on this 4x4 truck racing game. Great fun, cute trucks.	8
SUPER REAL BASKETBALL	Sega	£34.99	Neat sound FX and good graphics scoring sequences which make this enjoyable to play.	8
SUPER SMASH TV	Acclaim	£29.99	Highly *acclaim*ed arcade game that is very tough. Bit flickery, though.	8
SUPER THUNDER BLADE	Sega	£34.99	A shoot-'em-up that's claim to fame is the two views – all it does is confuse gameplay.	6
SUPER VOLLEYBALL		Import	Side-view with super scrolling makes this a good, albeit odd, interpretation.	8
SUPER WRESTLEMANIA	Flying Edge	£39.99	Addictive two-player action in the ultimate WWF simulation.	8
SWORD OF SODAN	Electronic Arts	£39.99	Difficult to get into with sluggish gameplay.	3
SWORD OF VERMILION	Sega	£49.99	Massive RPG which is incredibly tough. Fantastic graphics, large landscape.	8
TAILSPIN	Sega	£39.99	Boring platformer with an additional shoot-'em-up section. Bad Disney licence – shock!	6
TASK FORCE HARRIER EX		Import	Poor American offering that has dodgy graphics and gameplay.	5
TAZ MANIA	Sega	£39.95	Ambient backdrops and a charismatic main sprite give this game that something special.	9
TEAM USA BASKETBALL	Electronic Arts	£39.99	Dodgy sound FX and animation let down the graphics.	6
TECHNOCOP		Import	Racing sim combined with platform investigation scenes. Naff conversion of a naff original.	2
TECHNOCLASH	Electronic Arts	£44.99	Splendid adventure based around good old-fashioned RPG principles.	8
TECMO WORLD CUP '93	Sega	£34.99	Best played on the two- player mode for the most fun. Limiting moves.	7
TEENAGE MUTANT NINJA TURTLES	Konami	£39.99	Great beat-'em-up, with bright backdrops and colourful turtles.	8
TEL TEL BASEBALL		Import	Terry Venables baseball tie-in – er, no sorry, funny Jap baseball game. Whoops, sorry, Tel.	6
TERMINATOR, THE	Virgin	£39.99	Packed with stills from the movie linking the four stages. Great blasting but too short.	8
TERMINATOR 2: THE ARCADE GAME	Acclaim	£39.99	Use either the joypad or the Menacer. Nine stages of fantastic virtual realism.	9
TEST DRIVE 2: THE DUEL	Ballistic	£34.99	The success of this game lies in the car handling which feels just like the real thing.	8
THUNDER FORCE II	Sega	£34.99	Strong challenge and overall presentation with some super backdrops.	7
THUNDER FORCE III	Sega	£34.99	Better than the original, this will have you playing for ages.	8
THUNDER FORCE IV	Sega	£39.99	Magnificent graphics and gameplay. Shoot-'em-up at the peak.	9
THUNDERFOX		Import	Check machine compatibility, but you're not missing anything.	3
THUNDER PRO WRESTLING		Import	Limited moves means it's not much fun to play	5
TIGER HELI		Import	Totally uninspiring helicopter game with dubious graphics.	2
TINY TOON ADVENTURES	Konami	£39.99	Wonderful adventure that borrows much from the Warner Bros cartoons.	9
TMHT: TOURNAMENT FIGHTERS	Konami	£49.99	Much inspired by *Street Fighter II* as the Turtles and four friends try one-on-one combat. Very playable.	8
TOEJAM & EARL	Sega	£34.99	Cartoon graphics and some brilliant sampled sound. Weird sense of humour.	8
TOEJAM & EARL 2	Sega	£44.99	Psychedelic graphics and weird features abound in this enjoyable, spaced out platformer. Dig it, man.	8
TOKI	Sega	£34.99	Great platformer with arcade-quality graphics. Bit too easy, though.	8
TORA! TORA! TORA!		Import	Average shoot-'em-up which has little to offer if you want something different.	7
TOXIC CRUSADERS		Import	Take control of Toxie and help him in this dire scrolling arcade adventure.	3
TRAMPOLINE TERROR		Import	Nothing to do with trampolines. Not even bouncy or fun.	1
TROUBLE SHOOTER		Import	Female stars in Forgotten Worlds type game. Makes for a good looking and colourful game.	7
TRUXTON	Sega	£34.99	A normal but easy vertical shoot-'em-up that's immense fun. *Tatsujin* on import.	8
TURBO OUT RUN	Sega	£39.99	*Out Run* was brilliant, this sadly lacks any turbo charge.	4
TURRICAN	Ballistic	£34.99	The innovative shooting technique adds a new twist to this platform shoot-'em-up.	8
TWIN COBRA	Sega	£34.99	Control a helicopter through dreary battle zones.	4
TWIN HAWK	Sega	£34.99	Average shoot-'em-up that is very easy.	5
TWINKLE TALE		Import	A psychedelic Japanese shoot-'em-up which plays well. Intense and challenging.	8
TWO CRUDE DUDES	Sega	£34.99	The stars are two muscle men who are hell-bent on going on the rampage. Destructive fun.	8
TWO TRIBES	Virgin	£44.99	The sequel to *Populous* has more powers, better graphics and bigger landscapes. Action-oriented strategy.	9
ULTIMATE QIX		Import	Plays like Othello, but totally rubbish with very few console-inspired surprises.	4
ULTIMATE SOCCER	Sega	£39.99	Fast, furious and full of options, but fails to deliver in the all-important gameplay department.	5
UNDEADLINE		Import	Zombie level guardians add humour to this shoot-'em-up. Wicked title.	8
UNIVERSAL SOLDIER	Accolade	£39.99	Not as tough as it looks, but super gameplay. Could be called Turrican 2.	8
VALIS		Import	The original hack-'em-till-they-die arcade adventure. Worth a playtest for a laugh.	7
VALIS III		Import	Looks great but is incredibly boring. Should have left it at *Valis*.	6
VAPOR TRAIL		Import	Fun to play with some very fast gameplay, but not enough challenges.	5
VERYTEX		Import	Scrolling shooter that is actually quite good. Tough guardians and enemies throughout.	8
VIRTUALL PINBALL	Electronic Arts	£44.99	Though this enables you to construct your own pinball tables, the gameplay is so dull, you'll soon flip out.	5

SOL-FEACE		Import	A CD conversion without the sound quality. A very average shoot-'em-up.	5
SONIC SPINBALL	Sega	£39.99	More interesting than your average pinball game, due to the way you progress through four huge levels.	8
SONIC THE HEDGEHOG	Sega	£34.99	A bit easy now, but still the first truly outstanding Mega Drive game.	8
SONIC THE HEDGEHOG 2	Sega	£39.99	Best game of 1992, this time Sonic has a mate, and again Sonic's miles ahead of the rest.	9
SPACE HARRIER II	Sega	£34.99	Awkward playing view and poor sound don't help this weak game.	5
SPACE INVADERS '90		Import	Classic game updated. Still holds all the magic, but lacks the polish.	6
SPEEDBALL II	Virgin	£39.99	Techno-rugby for the insane – pitch and players are both superb giving a futuristic feel.	9
SPIDER-MAN AND THE X-MEN	Flying Edge	£41.99	A huge variety of graphics and gameplay make this platform adventure great fun to play.	8
SPIDER-MAN	Sega	£39.99	Strong story screens and very tough gameplay on this brilliant platform beat-'em-up.	8
SPLATTERHOUSE 2	Namco	£39.95	Eight stages of blood-thirsty and totally outrageous graphics, combined with equally sadistic music.	8
SPLATTERHOUSE 3	Namco	£44.99	More gruesome and gory goings-on in the land where Jason Vorhees is king.	8
SPORTS TALK BASEBALL	Sega	£39.95	Strong sim based on *Montana II* speech system. Works well, excellent graphics and great fun.	8
STAR CRUISER		Import	Completely unplayable due to Japanese text. For language students only.	3
STARFLIGHT	Electronic Arts	£49.99	Deep space mining is the name of this game. Plenty of combat and strategy.	8
STEEL EMPIRE	Acclaim	£39.95	Horizontal shoot-'em-up with huge sprites, which tends to become monotonous.	5
STEEL TALONS	Domark	£39.99	Chopper combat at a lower level. Not exactly *Desert Strike*.	5
STORMLORD	Ballistic	Import	Adventure game with intriguing but not difficult puzzles	7
STREET FIGHTER II: SCE	Sega	£59.99	The ultimate beat-'em-up with a host of extra features and lightning speed.	9
STREET SMART	Sega	£34.99	Beat-'em-up with limited gameplay due to the small array of martial arts moves.	6
STREETS OF RAGE	Sega	£34.99	Beat-'em-up that was well-hyped but lacks challenge. Moves and sound FX make up for this.	8
STREETS OF RAGE II	Sega	£44.99	16Mbit cart which has been used to its full potential. Teamplay and versus modes make it worthwhile.	9
STRIDER	Sega	£44.99	All stages bar the last are easily completed. Held together by colourful graphics and smooth sprites.	8
STRIDER II	US Gold	£44.99	More of the same slick Strider action, but little development on the original action adventure.	7
SUMO	Kodansha	£42.95	Surprisingly playable wrestling game with nice fat sprites and some neat special moves.	8
SUNSET RIDERS	Konami	£39.99	Authentic cowboy and indian action on this platform shooter that shouldn't be ignored.	8
SUPERMAN	Virgin	£39.99	Pretty difficult which in turn makes it frustrating. A bit of a disappointment.	6
SUPER AIRWOLF		Import	Also known as *Crossfire*, this shoot-'em-up packs a punch. No TV tie-in evident, though.	7
SUPER BASEBALL 2020	Electronic Arts	£44.99	This futuristic, robotic version of the sport is a bit gimmicky.	6
SUPER BATTLETANK		Import	Tank sim that may appeal to your basic instincts, ie, point, shoot, blow up.	3
WANI WANI WORLD		Import	Psychedelic graphics, with very addictive two-player mode. Like *Bubble Bobble*.	8
WARDNER SPECIAL		Import	Usual elements, but with sheer lack of detail from this poor arcade shooter conversion.	4
WARPSPEED	Accolade	£34.99	Deep space shoot-'em-up lacking enough strategy to keep *Elite* fans enthralled.	6
WARSONG		Import	Wargame where you'll have to be patient to appreciate it. One for armchair generals.	8
WHEEL OF FORTUNE	Gametek	Import	Absolute rubbish with 4500 uninteresting questions	2
WHERE IN THE WORLD IS...?	Electronic Arts	£39.99	Edutainment game that tends to become boring for the experienced adventurer.	6
WHERE IN TIME IS...?	Electronic Arts	£49.99	More successful attempt than its predecessor.	8
WHIP RUSH	Sega	£34.99	Very playable and extremely fast shoot-'em-up with good gameplay. Dodgy title.	8
WIMBLEDON	Sega	£39.99	Smashing tennis game utilising the Sega Tap for four-player matches.	8
WINTER CHALLENGE	Ballistic	£39.99	Eight different events make up this snow-laden epic. Very original.	8
WIZ 'N' LIZ	Psygnosis	£44.99	Chasing fluffy Wabbits is addictive, if repetitive. A neat two-player mode helps.	7
WONDER BOY III	Sega	£34.99	Two-player game is brilliant fun and very interactive. Recommended for two players only.	7
WONDER BOY IV	Sega	£39.99	More fun than the original, but not an all-time classic.	8
WONDER BOY V	Sega	£39.99	Should have stopped by now, no difference really.	7
WORLD CLASS LEADERBOARD	US Gold	£39.99	Has speech samples, but nowhere near PGA Golf.	6
WORLD CUP ITALIA 90	Sega	£29.99	Limited moves, but still pretty good. Reasonably priced which is definitely a plus point.	8
WORLD OF ILLUSION	Sega	£39.99	Outstanding Disney graphics and animation, which will keep young and old compelled.	9
WRESTLE WAR	Sega	£34.99	Getting the moves worked out with your joypad is more hard work than the actual game.	7
WWF ROYAL RUMBLE	Acclaim	£49.99	Enjoy all the razzmatazz and fun of the WWF in this excellent wrestling game, including tag matches.	8
XDR		Import	Mysterious shoot-'em-up, mainly due to Jap text base. Mediocre gameplay.	5
XENON II	Virgin	£39.99	Excellent shoot-'em-up that falters slightly with occasional screen slowdown.	8
X-MEN	Sega	£34.99	Should really have done a straight conversion from the arcade, but it's still okay.	7
Y'S 3: WANDERERS FROM Y'S		Import	In-depth RPG which offers a considerable challenge. Fans of tough games will love it.	8
ZANY GOLF	Electronic Arts	£39.99	More insane than crazy golf at the seaside. Fun game with very polished presentation.	9
ZERO WING	Sega	£39.95	Horizontal shooter which is flawed by its small graphics and ease of completion.	7
ZOMBIES	Konami	£39.99	Hilariously playable spoof of old B-movies as you try to save your neighbours in 55 monster-packed levels.	9
ZOOL	Gremlin	£39.99	The eponymous ninja jumps through colourful levels in an enjoyable platform romp.	8
ZOOM	Sega	£29.99	Cheap and cheerful puzzler. Average graphics and sound. Soon gets boring and frustrating	4

MEGA CD.

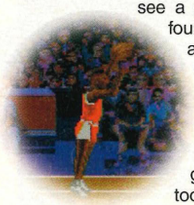
ADVENTURES OF WILLY BEAMISH, THE	Dynamix	Import	Pretty wacky adventures of a young lad who mucks about all the time.	8
AFTER BURNER III	CRS	Import	What a waste of a good CD. Why bother sticking this ageing game on it?	4
BATMAN RETURNS	Sega	£39.99	Basically the cart version, but the added music is superb – well worth paying extra.	7
BILL WALSH COLLEGE FOOTBALL	EA Sports	£39.99	Plays identically to the cart, but has better presentation and is a fiver cheaper!	9
BLACK HOLE ASSAULT	Sega	£39.99	Heavy Nova wasn't much cop, and this is little improvement over it.	5
CHUCK ROCK	Sony	Import	Seems strange to stick this Mega Drive game on CD. Not bad though.	7
COBRA COMMAND	Wolfteam	£39.99	Amazingly popular on import as Thunder Storm FX. Great visuals, limited gameplay.	7
DEVASTATOR	Wolfteam	Import	Bar the flash intro, this could easily have been on cartridge. Simple shoot-'em-up stuff.	5
DRAGON'S LAIR	Readysoft	Import	Graphically impressive conversion of the laser-disc coin-op, but with limited gameplay.	8
DUNE	Virgin	£44.99	Slick adventuring using CD video and speech sequences, but a bit linear.	7
EARNEST EVANS	Wolfteam	Import	One of the first, and still pretty impressive both visually and aurally.	7
ECCO	Sega	£44.99	Five more levels and some brilliant ambient music lift this one above the waves of CD dross.	9
FUNKY HORROR BAND	Sega	Import	Take the band on a trip through a strange land. Funny but incomprehensible.	5
HEAVY NOVA	Micronet	Import	An early robot beat-'em-up that is laboriously slow.	5
HOOK	Sony	Import	Beautifully enchanting story, with glorious visuals, but poor gameplay.	7
INXS: MAKE MY VIDEO	Sega	£39.99	For £30 less, you could get more videos made by a professional.	6
JAGUAR XJ220	Sega	£44.99	Very disappointing race game. Waste of a CD, get Lotus on cart instead.	4
JOE MONTANA'S NFL FOOTBALL	Sega	£44.99	The best Montana game to date, with neat scaled graphics for a close-up view of the hard-hitting action.	8
KEIO FLYING SQUAD	Tokei	£49.99	A poor five-level horizontally scrolling shoot-'em-up completely lacking in original ideas.	4
KRIS KROSS: MAKE MY VIDEO	Sony	Import	Odd concept disc where you cut and edit your own videos. Limited appeal.	5
LETHAL ENFORCERS	Konami	£54.99	This shooting coin-op conversion comes complete with its own light gun. It's all good blasting fun.	8
MAD DOG MCCREE	American Laser Games	Import	Disappointing conversion. The graphics are grainy, and without a light gun the action is frustrating.	5
MARKY MARK: MAKE MY VIDEO	Sony	Import	Better quality than Kris Kross – pity Marky Mark's a dunce.	6
MICROCOSM	Psygnosis	£44.99	Not quite what everyone expected, but an addictive 3-D shoot-'em-up with stunning backdrops.	9
NIGHT STRIKER	Taito	Import	Well-rough shoot-'em-up from a first-person perspective. Far too easy for a CD game.	2
NIGHT TRAP	Sega	£49.99	The first of a new era of CD movie games. Big and very challenging.	8
PRINCE OF PERSIA	Sega	£39.99	Another Mega Drive cart conversion. Very difficult, but looks and sounds impressive.	7
PRIZE FIGHTER	Sega	£49.99	This interactive movie oozes atmosphere, with superbly directed FMV sequences and skilful boxing action.	8
RISE OF THE DRAGON	Dynamix	Import	Superbly atmospheric adventure puts you in the shoes of Blade hunter PI. Excellent.	8
ROAD AVENGER	Wolfteam	£39.99	Official version of Road Blaster FX. Looks fine, but allows little control over what happens.	7
ROBO ALESTE	Compile	Import	Looks great, with the obligatory intro screens, but is just a shoot-'em-up.	5
SECRET OF MONKEY ISLAND, THE	Sega	£49.99	This golden-oldie computer RPG is still fairly entertaining but there are no enhancements for Mega-CD.	6
SEGA CLASSICS: ARCADE	Sega	n/a	Golden Axe, Super Monaco GP, Columns, Streets of Rage and The Revenge of Shinobi.	7
SHERLOCK HOLMES	Sega	£44.99	Quite an amusing attempt at a mystery game. Only three cases to solve, though.	8
SHERLOCK HOLMES II	Sega	£39.99	Double-disk extravaganza with three more cases. Same interface and graphics as the first game.	6
SILPHEED	Sega	£39.99	Flagship Mega-CD pusher that fails to ignite after an explosive intro. Basically, just another shoot-'em-up.	5
SOL-FEACE	Sega	£39.99	The original CD shoot-'em-up with mad music, wicked effects and tough gameplay.	8
SONIC CD	Sega	£44.99	More Sonic magic in this excellent platform romp with neat 3-D bonus stages.	9
SPIDER-MAN VS THE KINGPIN	Sega	Import	Despite having 65 levels, this web-slinging adventure has very poor graphics and dull action.	3
STELLAR-FIRE	Dynamix	£49.99	Sparse polygon graphics and laborious blasting action ensure this dull 3-D shoot-'em-up never lifts off.	2
SUPER LEAGUE CD	Sega	Import	Grimola. This is one waste of good plastic. Looks dire and plays like a brick.	3
SWITCH	Sega	Import	It's crazy, it's wacky, it's *Switch*! The computer wiring's gone wrong but Switch can fix it.	6
TIME GAL	Wolfteam	£44.99	Tons of ways to die in this Jappy cartoon adventure. Perfect difficulty ensures long-term play.	8
THUNDERHAWK	Core	£44.99	A superb 3-D chopper-combat game, using the Mega-CD's full capabilities.	8
WONDER DOG	Sega/JVC	Import	A great game, admittedly, but why stick this on Mega-CD? Nothing exploits the format.	8
WOLFCHILD	Sega	£39.99	A freak experiment turns into disaster as the inventor is kidnapped. Tedious and predictable stuff.	6

RECOMMENDED

So many titles, some good, some not so good. We pick the games that we most regularly slam into our machines and explain why you should be doing the same.

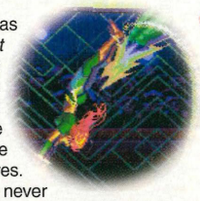
NBA JAM

One of the acid tests with any game is to take it back home, get all your mates round, and play. Judging by the responses *NBA Jam* recieved from my rather zonked out pals, I knew that this was no ordinary game. The beauty of *NBA Jam* is the fact that absolutely anybody can play. Even a certain Yorkshire lass could play, so all my questions were answered. Seldom do you see a game which causes such reaction. I even found myself swearing at the TV as I blatantly argued with an inch-high sprite on a four-inch screen. Since those early days I have now progressed from being a once weak opponent to a player who likes nothing better to hear the infamous words 'Boom! Shakka-Lakka'. If you do get a chance to play this game, and I sincerely hope you do, then you too can join Jamaholics Anonymous.



ETERNAL CHAMPIONS

Sega's epic 24Mbit beat-'em-up was bound to be compared with *Street Fighter II*, and many people don't reckon it measures up. Well, I may be in a minority of about one, but I think *Eternal Champions* is just as good as *SFII*. The characters are all so different with a wide range of fighting styles and spectacular moves. The graphics are definitely better than *SFII*, never resorting to the trick of using the same animation frames for different moves. Best of all, though, has to be the inner strength meter which limits the amount of special moves you can use. This ensures more skilful play than *SFII*'s button-bashing, joypad-twisting action. You really need quick thinking to use the best move at the right time, particularly as the computer fighters are very intelligent, even learning the way you play. It all adds up to a superb game. Give it a bash.



VIRTUAL FIGHTING

Not a Mega Drive cart yet I know, but lately I seem to be going through an unusually macho stage in my development: I can't stop playing beat-'em-ups. I like to lurk around the local arcades looking for crap players before pummelling them into submission in front of everyone. That's not strictly true, it's just that after I've finished with them most of my opponents finish up looking crap, and this is my favourite machine for inflicting pain at the moment.

After the fiasco of playing multi-link-up *Super Street Fighter* the previous week I was relieved to find *Virtual Fighting* in Sega World. It is great fun, responsive and very, very smooth. The graphics and weird swirling camera angles are excellent, and the instant replay of your knockout blow is perfect for rubbing the loser's nose in it.

Track a machine down and give it a go. But if you see a cocky guy in a bandanna hogging the limelight, stay well clear.

By subscribing to Mega Power today you can guarantee that for the next six or twelve months you never pay more than £2.50 for Britain's most exciting Mega Drive and Mega-CD magazine. No matter what the cover mount. Plus, you'll get it delivered right to your doorstep. What more could you ask for?

true power can't

IT MUST BE TAKEN!

or, easier sti

be given,

ll... delivered.

Mega POWER

Mega Power Subscription Form

Of course I want the ultimate read for Sega Mega Drive and Mega-CD delivered direct to my door every month. That's why I'm taking out a subscription to Britain's best Sega magazine. Please rush me the following:

OPTION 1 ☛ SIX MONTHS SUBSCRIPTION TO MEGA POWER
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ **UK £15.00** ☐ **Europe £20.00** ☐ **Rest of World £25.00**

Take out a subscription for six months and you receive all future Mega-CD demos absolutely free!

OPTION 2 ☛ ONE YEAR SUBSCRIPTION TO MEGA POWER
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ **UK £30.00** ☐ **Europe £40.00** ☐ **Rest of World £50.00**

Take out a subscription for a year and you receive all future Mega-CD demos and a fabulous binder absolutely free!

YOUR DETAILS ☛
I would like the subscription to start from issue number .....

If you are either taking out a subscription for yourself or giving a subscription to Mega Power as a gift, please fill in your details below:

Name .....Signature .....

Address .....

.....

Postcode .....Phone number .....

Method of payment: please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

If you are giving a subscription to Mega Power as a gift to someone, please fill in the lucky recipient's details below:

Name .....

Address .....

.....

Postcode .....Phone number .....

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Mega Power Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

FORM01DEC

Mega POWER

Mega Power Back Issues Form

Of course I want back issues of the ultimate read for Sega Mega Drive and Mega-CD delivered direct to my door. Please rush me the following:

Issue number(s) required .....

YOUR DETAILS ☛
If you are purchasing back issues for yourself or giving back issues of Mega Power as a gift, please fill in your details below:

Name .....Signature

Address .....

.....

Postcode.....Phone number

METHOD OF PAYMENT ☛ please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

If you are giving back issues of Mega Power as a gift to someone, please fill in the lucky recipient's details below:

Name .....Signature

Address .....

.....

Postcode .....Phone number

WHERE TO SEND IT ☛
Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Mega Power Back Issues, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. You can, of course, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

NB ☛
All prices include 55p postage and packing.

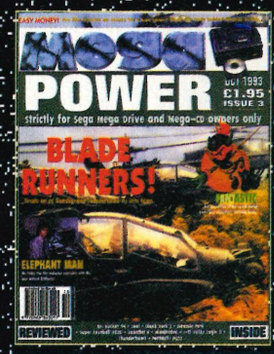
Mega POWER

ISSUE 1 ● £2.50

Sensational launch issue featuring a look at the Mega Drive 2 and Mega-CD 2, an interview with the programmers of Mortal Kombat, an exclusive peek at Lost Vikings and ten essential reviews inlcuding: Ali's Boxing, F1, Techno-Clash and Ecco CD.

ISSUE 2 ● £2.50

Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at Sega World; previews of EA's many Christmas releases, including EA Soccer, James Pond 3 and Super Baseball 2020.

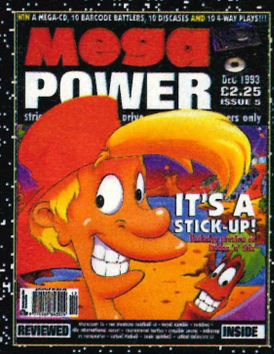


ISSUE 3 ● £2.50

The programmer of Ottifants gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include Chuck Rock 2, Fantastic Dizzy & Jurassic Park.

ISSUE 4 ● £4.75

The history-making first magazine ever to cover-mount a playable Sega game demo We expose piracy and take a hard look at Sony's arrival in the games market. Great previews of Sensible and FIFA Int. Soccer, The Jungle Book and Dune 2.



ISSUE 5 ● £2.50

We bring you an exclusive preview of Core's Bubba 'n' Stix, a feature on imported games, plus the big review match between FIFA International and Sensible Soccer. On Mega-CD we review Microcosm and Lethal Enforcers.

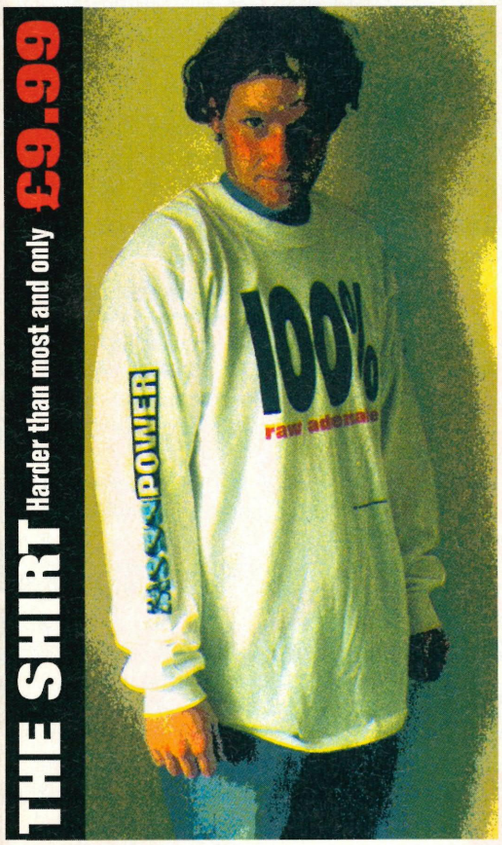
ISSUE 6 ● £4.75

Our second cover-mounted CD is packed full with a demo of Microcosm, playable levels of Puggsy and Wiz 'n' Liz, plus a bonus video single from Sunscreem. Inside we review Dragon's Lair and Bill Walsh on CD, plus Mega Drive Aero The Acro-Bat and ToeJam & Earl 2.

ISSUE 7 ● £2.50

A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview Ground Zero Texas. Plus Mega Drive previews of Sonic 3, Virtua Racing and Castlevania.

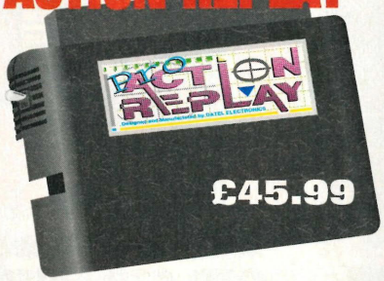
savers



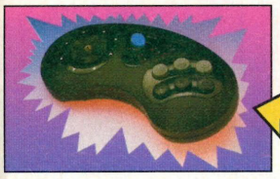
THE SHIRT Harder than most and only **£9.99**

AFFORDABLE FIREPOWER

THE ACTION REPLAY



The ultimate intelligent hacking device for your console. Will find cheats for you automatically.



VOYAGER 6 6 BUTTON JOYPAD £14.99

SG PROPAD £14.99

ASTERIX

Power review----------**N/A**

"All the magic of the classic cartoon strip is recreated in this fun platform adventure. Controlling the plucky Asterix, can you defeat the Romans?"

power saver price -------£48.00

SONIC CD

Power review ----------**issue 4**

"This massive platform extravaganza rivals *Thunderhawk* as the best Mega-CD game yet. The 3-D bonus levels are particularly impressive."

power saver price -------£44.00

LANDSTALKER

Power review----------**N/A**

"Impressive isometric 3-D graphics aren't the only attraction in this huge interactive adventure where you talk as much as you hack."

power saver price -------£58.00

ALADDIN

Power review ----------**issue 4**

"Disney animators helped create the silky smooth graphics in this magical platform game. It's so good, it's just like playing an interactive cartoon."

power saver price -------£49.00

power savers order form

Please add postage & packing:

Software – £1
Hardware – £1.50

Enclose a total of £

Method of payment (please circle)

Cheque • Postal Order • Access •Visa

Credit Card No

_____/_____/_____/_____

Expiry date ___/___/___

Name .....

Address .....

.....

.....

Postcode.....

Telephone .....

Signature.....

I would like to order the following:

ITEM	MACHINE	PRICE

SEND THIS FORM TO:
Power Savers (MEGA POWER)
Paragon Publishing
FREEPOST (BH 1255)
BOURNEMOUTH
BH1 1BR

VISA Access

Or telephone our Mail Order Hotline on

0202 299900

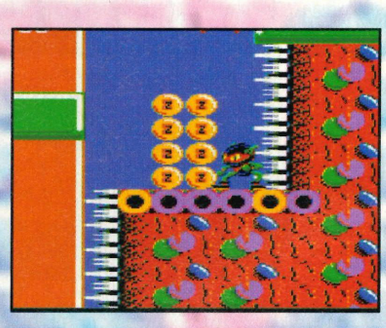
Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

CHECK IT OUT 'COZ THE NEW LOOK SEGA PRO IS 'ERE!!

WE HAVE AN EXCLUSIVE LOOK AT THE NEW SEGA SATURN

PLUS AN EXCLUSIVE WORLD'S FIRST SQUINT AT *ANOTHER WORLD 2*

ROAD RASH BREAKS THROUGH ONTO THE MASTER SYSTEM



AND WE'VE GOT OUR OLD FRIEND *ZOOL* ON THE GAME GEAR!

PHEW. SEE YOU ON FEB 24!

POWER charts

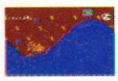
HIGH STREET CHARTS

Compiled with the help of HMV, Our Price and Virgin.

mega drive

position	last month	months in chart	game title
1	[-]	1	**ToeJam & Earl II**

Sega's hilarious follow-up has you funking your way throughout psychedelia to get rid of earthlings.



2	[2]	2	**Sonic Spinball**

No change for our blue hero as he bounces around a pinball table in search of emeralds.

3	[-]	1	**TMHT:Tournament Fighters**

The Turtles return to the Mega Drive once more, this game featuring them in one-on-one combat.

4	[-]	1	**Mean Bean Machine**

Quite simply a superb game based loosely on *Columns* but even more addictive.

5	[5]	3	**Aladdin**

No change for the street boy who manages to do all right for himself by ending up with a tasty princess.

6	[-]	1	**Sensible Soccer**

Never mind the smallness of the sprites, this is a very playable game of football.

7	[-]	1	**Zombies**

Very funny and very large adventure which has you trying to clear the neighbourhood of mutant zombies.

8	[-]	1	**Dragon's Revenge**

Tengen's rather good pinball game that's certainly full of surprises as you whack that ball around.

9	[3]	2	**RoboCop Vs Terminator**

This dreadful game slips to number nine, but how ever did it ever get into the charts in the first place?

10	[-]	4	**Mortal Kombat**

Well after Mortal Monday, the gloriously gory beat-'em-up is still ripping out the punters' hearts.

mega-cd

1	[1]	3	**Sonic CD**

Still riding high, giving Sega their most successful CD game to date. Is it any wonder with this character?

2	[2]	2	**Lethal Enforcers**

No change at number two, with the rookie cops blasting yet more terrorists away. Great fun to play.

3	[-]	1	**Silpheed**

This 3-D shoot-'em-up gets its official debut after being in the independent charts for months.

4	[3]	2	**Thunderhawk**

Core's helicopter blast-'em-up with quality scaled graphics and, of course, intense action.

5	[5]	2	**Night Trap**

After its withdrawal from American stores it will be interesting to see if this achieves 'cult' status.

INDEPENDENT CHARTS

Compiled with the help of Video Games Centre, The Software box and Video Games Box.

mega drive

position	last month	months in chart	game title
1	[-]	1	**TMHT:Tournament Fighters**

The four ninja turtles plus some other geezers fight it out in an amusing *Street Fighter II* variant.

2	[1]	2	**FIFA Soccer**

Slipping one place, but at the end of the day it has sold tremendously well, Brian. The EA lads done well.

3	[-]	1	**Zombies**

Konami's highly enjoyable tale of flesh-eating zombies devouring small children and cheerleaders.

4	[-]	1	**Sonic Spinball**

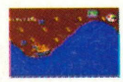
The master returns on this excellent pinball game, which sees Sonic still in search of the Chaos Emeralds.

5	[5]	3	**Aladdin**

Non-mover for Disney's most successful movie of all time – the game's not bad either!

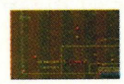
6	[6]	2	**ToeJam & Earl**

Another non-mover which is surprising as this is doing so well in the high-street chart.



7	[4]	2	**Sensible Soccer**

Slipping to number 7, and the word on the streets is that Phil King bribed his way to winning the World Cup.



8	[7]	3	**F1**

Domark hang in their with one of the better examples of how a racing game should be produced.

9	[-]	1	**Dragon's Revenge**

Tengen produce a quite clever pinball game. By far the best bits are the sexy sound effects.

10	[3]	2	**RoboCop Vs Terminator**

Slipping seven places for this dire piece of software, which is about as scary as Sleepless In Seattle.

mega-cd

1	[-]	1	**Lunar-The Silver Star**

Truly massive Japanese RPG that will have you glued to the screen for at least 40 hours.

2	[-]	1	**Dragon's Lair**

Readysoft's interactive cartoon adventure stars daring Dirk, out to save the princess.

3	[3]	2	**Ground Zero Texas**

No change for this interactive FMV epic, still one of the best shooting games around on CD

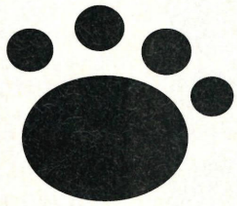
4	[-]	1	**Monkey Island**

Hitting the Mega-CD is this RPG, having you as a wanna-be pirate in search of treasure.

5	[-]	1	**WWF Rage in the Cage**

New entry for Acclaim's wrestling game. Top fun to be had by all as this is very funny as well as playable.

"what could possibly go wrong?"



mega power 9 on sale march 24

If you're having difficulty obtaining a copy of MEGA POWER, or you wish to place a regular order for it, hand this form to your local newsagent.

Dear Newsagent,
Please reserve me a copy of Britain's essential read for Mega Drive and Mega-CD owners, MEGA POWER. It's a packed magazine covering the latest reviews, news, features and playing tips for Sega's 16-bit systems.

MEGA POWER is available the third Thursday of every month and is priced £2.50 (without CD covermount).

MEGA POWER is distributed by Seymour Press Ltd (081 6791899) and published by Paragon Publishing Ltd (0202 299900). It is fully SOR.

Please reserve me a regular copy of Mega Power

Mega POWER

Name.....

Address.....

.....

.....

Postcode.....**Phone No**.....

MEGADRIVE & MEGA CD DEALS

ALL GENUINE UK VERSIONS

STAR BUY **MEGADRIVE 1 WITH SONIC 2 TWO SEGA CONTROL PADS.....99.99**

STAR BUY **MEGADRIVE 1 WITH FOUR GAMES TWO SEGA CONTROL PADS, SONIC THE HEDGEHOG, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE. ...114.99**

MEGADRIVE 2 WITH ALADDIN & TWO SEGA CONTROL PADS. 114.99

MEGADRIVE 2 WITH SIX GAMES
TWO SEGA CONTROL PADS, REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE, ALIEN STORM. 129.99

MEGADRIVE 2 WITH SONIC 3 & TWO SEGA CONTROL PADS.
AVAILABLE END FEBRUARY 124.99

MEGA CD 2 UNIT FOR SEGA MEGADRIVE
WITH SOL FEACE, COBRA COMMAND, SEGA CLASSICS (COLUMNS, SUPER MONACO GRAND PRIX, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI). CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) 219.99

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

SONY KVM1400 14" FST COLOUR SCART TELEVISION/MONITOR

WITH REMOTE CONTTROL, 60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

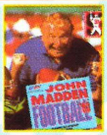
FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).
FREE £10 SPECIAL RESERVE GIFT VOUCHER

SONY TV (GREY).....194.99
SONY TV (WHITE) ...194.99
SONY TV WITH FASTEXT 249.99

ALADDIN 39.99

DRAGONS FURY 19.99

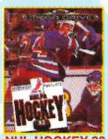
EURO SOCCER 15.99


JOHN MADDEN '93 16.99

LEMMINGS 18.99

MEGA GAMES 1 15.99

SONIC 2 17.99


NHL HOCKEY 93 17.99

ZOOL 36.49

SPEEDBALL 2 18.99

MEGADRIVE GAMES

ADDAMS FAMILY • 34.99
AERO THE ACROBAT • 37.99
ALADDIN 39.99
ASTERIX - THE GREAT RESCUE 39.99
BARKLEY SHUT UP AMD JAM! (BASKETBALL) (EA FOUR PLAYER GAME) • 29.99
BLADES OF VENGEANCE 35.99
BRETT HULL HOCKEY 31.99
BUBSY BOBCAT 35.99
CASTLEVANIA - THE NEW GENERATION • 37.99
CHAMPIONS SOCCER • 38.99
CHUCK ROCK 2: SON OF CHUCK 35.99
CLIFFHANGER 30.99
COSMIC SPACEHEAD 31.99
CRASH DUMMIES • 34.99
DAVIS CUP TENNIS 35.99
DESERT STRIKE 30.49
DR. ROBOTNIKS MEAN BEAN MACHINE • ...35.99
DRACULA 30.99
DRAGON'S FURY 19.99
DRAGON'S REVENGE • 32.99
EA SPORTS SOCCER (EA FOUR PLAYER GAME) 36.49
ECCO (IDOLPHIN) 30.49
ETERNAL CHAMPIONS • 47.99
EURO CLUB SOCCER 15.99
F117 • 35.99
FANTASTIC DIZZY 31.49
FATAL FURY 35.99
FLASHBACK 35.99
FORMULA ONE RACING 39.99
GAUNTLET 4 .....36.49
GENERAL CHAOS (EA FOUR PLAYER GAME) 35.99
GHOULS N GHOSTS 17.99
GODS 29.99
GREATEST HEAVYWEIGHTS • 47.99
GUNSHIP • 35.99
HAUNTING 39.99
HOOK 30.99
INTERNATIONAL RUGBY (RUGBY 2) ...35.99
JAMES POND 3 .....35.99
JOHN MADDEN '93 .....16.99
JOHN MADDEN '94 .....39.99
JOHN MADDEN AND EA ICE HOCKEY ...31.49
JUNGLE STRIKE 35.99
JURASSIC PARK 39.99
LEMMINGS 18.99
LETHAL ENFORCERS (WITH LIGHT GUN) 54.99
LOTUS 2 (R.E.C.S.) • 35.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) 15.99
MEGA-LO-MANIA 35.99
MICKEY AND DONALD - WORLD OF ILLUSION.....19.99
MICRO MACHINES 28.49
MIG 29 FIGHTER PILOT 35.99
MORTAL KOMBAT 37.99
MUHAMMAD ALI BOXING.....35.99
MUTANT LEAGUE FOOTBALL 31.99
MUTANT LEAGUE HOCKEY • 39.99
NBA SHOWDOWN •.....43.99
NHL HOCKEY '94 (EA FOUR PLAYER GAME) 36.49
NHL PA ICE HOCKEY '93 .....17.99
NORMY'S BEACH BABE • 35.99
OTTIFANT 36.49
PGA EUROPEAN TOUR • 35.99
PGA GOLF 2 .....30.49
PINK PANTHER 39.99
POPULOUS 31.99
POPULOUS 2 .....35.99
PUGGSY 30.99
ROBOCOP 3 • 34.99
ROBOCOP VS TERMINATOR 39.99
ROCKET KNIGHT ADVENTURES 35.49
SENSIBLE SOCCER 30.99
SHINOBI 3 (RETURN OF THE NINJA MASTER) 35.99
SKITCHIN' • 39.99
SONIC 2 .....17.99
SONIC 3 .....47.99
SONIC SPINBALL 35.99
SPEEDBALL 2 .....17.99
STREETFIGHTER 2 - CHAMPIONSHIP EDITION 47.99
STREETS OF RAGE 23.99
STREETS OF RAGE 2.....35.49
STRIDER 23.99
SUMMER CHALLENGE 17.99
SUNSET RIDERS 30.49
SUPER KICK OFF 32.99
SWORD OF VERMILLION 27.49
SYLVESTER AND TWEETY 34.99
TAZMANIA 24.99
TEENAGE MUTANT HERO TURTLES.....35.49
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS 41.99
TELSTAR DOUBLE PACK - ANOTHER WORLD AND SPEEDBALL 2 • 39.99
TELSTAR DOUBLE PACK - BACK TO THE FUTURE 3 AND BATMAN RETURNS • 39.99
TELSTAR DOUBLE PACK - BATMAN AND TERMINATOR • 34.99
TELSTAR DOUBLE PACK - COOL SPOT AND GLOBAL GLADIATORS • 39.99
TELSTAR DOUBLE PACK - CORPORATION AND AQUATIC GAMES • 39.99
TELSTAR DOUBLE PACK - LHX ATTACK CHOPPER AND SHADOW OF THE BEAST • 34.99
THUNDERFORCE 4 .....23.99
TINY TOONS 31.99
TOE JAM AND EARL 2 •.....39.99
ULTIMATE SOCCER 35.99
VISIONARY (WAS BODY COUNT) 36.49
WINTER GAMES 17.99
WINTER OLYMPICS 39.99
WIZ 'N' LIZ 30.99
WWF ROYAL RUMBLE 43.99
WWF WRESTLEMANIA 19.99
X-MEN 31.99
ZOMBIES 32.99
ZOOL 36.49

MEGA CD GAMES

BATMAN RETURNS 39.99
BEAST 2 .....29.99
BILL WALSH COLLEGE FOOTBALL • 32.99
CHUCK ROCK 2: SON OF CHUCK 36.49
CLIFFHANGER • 30.99
DRACULA 36.49
DUNE 36.49
ECCO THE DOLPHIN 36.49
FINAL FIGHT 32.49
FLASHBACK • 39.99
GROUND ZERO TEXAS (RATED 13) • ...39.99
HOOK 36.49
JAGUAR XJ220 .....36.49
JURASSIC PARK • 41.99
LETHAL ENFORCERS (WITH LIGHT GUN) 45.99
MICROCOSM 39.99
NHL ICE HOCKEY '94 • 32.99
NIGHT TRAP (2 CDS) RATED 15 YEARS OR OVER 39.49
POWERMONGER • 32.99
PRINCE OF PERSIA 34.49
PUGGSY 31.99
ROAD AVENGER 32.49
ROBO ALESTE 30.99
SEWER SHARK 36.99
SHERLOCK HOLMES 2 .....36.49
SILPHEED 39.99
SONIC CD 36.49
TERMINATOR 36.49
THUNDERHAWK 36.49
WOLF CHILD 24.99
WONDER DOG 35.99

FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL
0279 600204

MEGADRIVE EXTRAS

FREEWHEEL STEERING WHEEL PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL. 23.99

QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) 19.99

STAR BUY
SAITEK MEGAMASTER II JOYSTICK FOR MEGADRIVE WITH AUTOFIRE AND SLOW MOTION MICROSWITCHED). 17.99

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) ...37.99

ACTION REPLAY PRO CARTRIDGE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) 36.99

QS135 PYTHON JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) 9.99

PHASE 9 GRADUATE SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 13.99

LIGHT GUN FOR MEGADRIVE/MEGA CD LETHAL ENFORCERS GAME (COLOURS MAY VARY) 17.99

LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) 12.99

STAR BUY
QUICKJOY SG PROPAD 2 SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 15.99

LOGIC 3 LOGIPAD SG. THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99

QS162 MAVERICK JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) 12.99

PROTECTOR CASES (UNIVERSAL) FOR MEGADRIVE CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC) 6.99

TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 19.49

DISCASE FOR SIX MEGA CDS AND INSTRUCTION BOOKS. IDEAL TO KEEP YOUR CDS AWAY FROM DUST AND MOISTURE. OFFICIAL SEGA LICENCED PRODUCT..... 10.99

TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) 9.99

QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 29.99

SAITEK MEGAGRIP IV FOR MEGADRIVE WITH AUTOFIRE 11.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY. 25.99

HI-FI AUDIO LEAD - MEGADRIVE 1 TO STEREO (1.2 METRES, 3.5MM JACK PLUG TO 2 PHONO PLUGS) 6.99

MONITOR LEAD - MEGADRIVE 2 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 10.99

MONITOR LEAD - MEGADRIVE1 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR.....8.99

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT 9.99
SCART LEAD - MEGADRIVE 2 TO TV WITH SCART INPUT 9.99

DRAGON FIGHTER 2 SIX BUTTON JOYPAD WITH AUTOFIRE & SLOW MOTION. 13.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!

GAME GEAR DEALS

GAME GEAR WITH COLUMNS GAME
(NO MAINS ADAPTOR)
GENUINE UK VERSION. 69.99

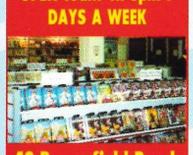
GAME GEAR WITH FOUR GAMES
(NO MAINS ADAPTOR) CHAMPIONSHIP TENNIS, PENALTY KICK, COLUMNS FLASH AND PAN AMERICAN ROAD RALLY GAMES ON ONE CARTRIDGE.
GENUINE UK VERSION.....89.99

ADDAMS FAMILY 25.99
ALADDIN • 26.99
ASTERIX 2 - THE SECRET MISSION 24.49
BATTLETOADS 24.99
C.J. - ELEPHANT FUGITIVE 23.49
CHUCK ROCK 2: SON OF CHUCK.....25.49
COLUMNS 12.99
COOL SPOT 24.49
COSMIC SPACEHEAD 23.99
DESERT STRIKE 24.49
DINO BASHERS.....23.99
DONALD DUCK 2 .....24.49
DR. ROBOTNIK'S MEAN BEAN MACHINE • 26.99
DRACULA 22.99
ECCO THE DOLPHIN 25.49
FANTASTIC DIZZY 23.49
FIRE AND ICE • 26.99
FORMULA ONE RACING.....25.49
GLOBAL GLADIATORS (MIC & MAC) 25.49
HOOK 22.99
JAMES BOND 007 .....25.49
JUNGLE BOOK 24.49
JURASSIC PARK 25.49
MICKEY MOUSE 2.....25.49
MICRO MACHINES 23.99
MORTAL KOMBAT 30.99
NINJA GAIDEN 17.49
PGA TOUR GOLF 24.49
PRINCE OF PERSIA 23.49
ROAD RASH •.....26.99
ROAD RUNNER (DESERT SPEED TRAP) 25.49
ROBOCOD 25.49
ROBOCOP 3 .....25.99
ROBOCOP VS TERMINATOR24.49
SENNA SUPER MONACO 23.99
SENSIBLE SOCCER 22.99
SONIC 2 .....21.99
SONIC CHAOS 24.49
SONIC THE HEDGEHOG.....16.99
SPIDERMAN AND X MEN • 30.99
STAR WARS 24.49
STREETS OF RAGE 20.49
STREETS OF RAGE 2 .....25.49
SUPER CEASARS PALACE •26.99
SUPER MONACO GP 15.49
SUPER OFF ROAD RACER 23.49
SUPER SPACE INVADERS....23.49
TAZMANIA 23.49
TELSTAR DOUBLE PACK - BATMAN RETURNS AND BART VS SPACE MUTANTS • 29.99
TENGEN WORLD CUP SOCCER 25.49
TERMINATOR 2 - THE ARCADE GAME • 30.99
TOM AND JERRY 20.49
ULTIMATE SOCCER.....25.49
WINTER OLYMPICS 24.49
WWF STEEL CAGE CHALLENGE 25.99
ZOOL 24.49

LOTS OF GAME GEAR PERIPHERALS AVAILABLE PLEASE CALL

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK



43 Broomfield Road, Chelmsford, Essex.

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN up to £10,000 worth of prizes FREE**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!
Order/Confirmation/Receipt sent for every order.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road, Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG. All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS.(UK)
(PLEASE PRINT IN BLOCK CAPITALS) TASTE

Name_____

Address_____

_____

_____Postcode _____

Phone _____Machine_____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00

item_____

item_____

item_____

item_____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

Card expiry date_____Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

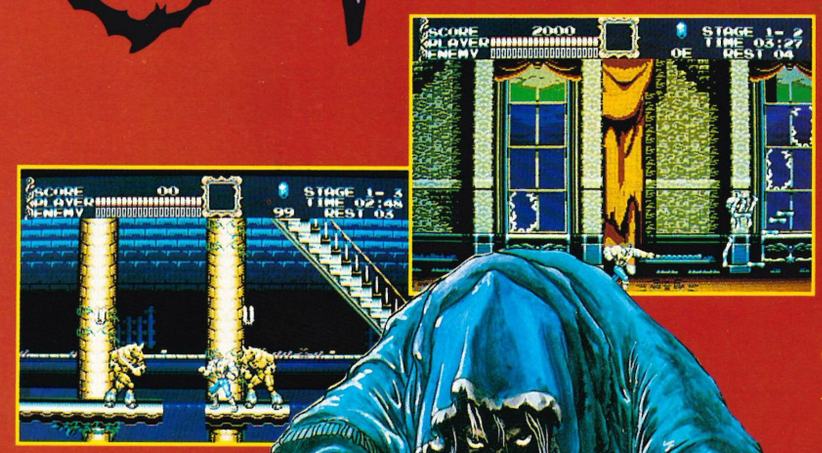
SEGA

MEGA DRIVE

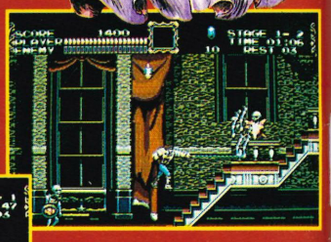
A spine tingling, blood curdling 6 level living nightmare from hell.

Castlevania®

The New Generation



As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE